iChannel2 User Manual

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DAYANG

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CHAPTER 4 offline scheduling

Introduction

Thank you for purchasing the product of DAYANG.

iChannel2 is a highly integrated and cost effective automation. Based on DAYANG video server, which is equipped with DAYANG's state-of-art video technology and high-quality video I/O card. iChannel2 can complete capture and playout of HD signal in multiple channels. The applications of iChannel2 include capture, scheduling, playout, CGs, and so on.

Overview

The aim of this manual is to familiarize the operator with the iChannel2 software. Based on the distinction of the functions, this manual is structured into several sequential chapters, while also providing a deeper reference section you can turn to when you need specifics. It covers the following topics:

ChapterI- “Services” introduces three of proactive procedures services, which must be run before the operation of capture, playlist schedule and playout startup.

Chapter II-”Capture” is about the capture of live signals and feeds from VTR.

ChapterIII -“Schedule & Playout” introduces the workflow from schedule to playout of the playlist.

ChapterIV- “CG Template” is about the production of CG templates, including clock template, logo template, scroll template.

iChannel2 is designed to be easily used by everyone. A special training course or deep knowledge in computers is not strictly required. Anyone with basic computer knowledge will easily handle it.

Should you have any questions during operation, please contact your dealer or contact us directly. Your comments will help us improve the quality of user documentation. We are looking forward to your feedback.

CHAPTER 1 Services

This chapter provides basic configuration and operation instructions for three services in ichannel2: Media Service, Clip Database Scan Service and CG Service.

- **VDCP Service**

is in charge of the communications among hardware during capture and playout.

- **VIPs Server Setting**

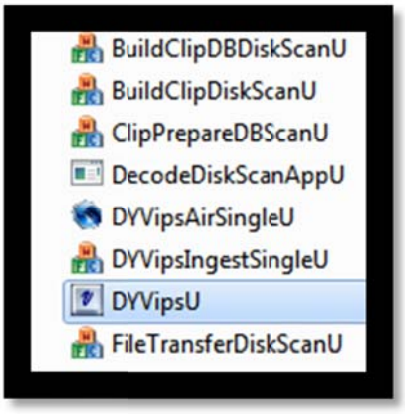
is intended to load various services which need to communicate with Postgre database, such as scan clips in specified path meanwhile the clip information of the video file will be automatically added into the clip database. Moreover, services which in charge of QC, auto file transfer, auto playlist transfer also should be loaded in this module.

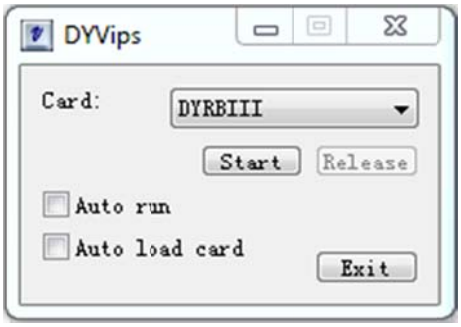
- **CG Server**

is to edit and overlay graphics like clock, logo, scroll on the output signal.

1.1 Media Service

From your desktop or folder path: ...*DAYANG**iChannel2**Bin*, double click the **DYVipsU** to run the VDCP service.



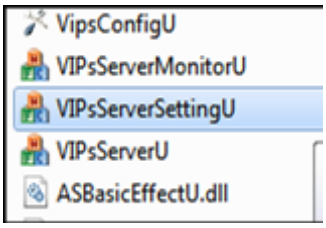


Choose corresponding card and then press **Start** to load card.

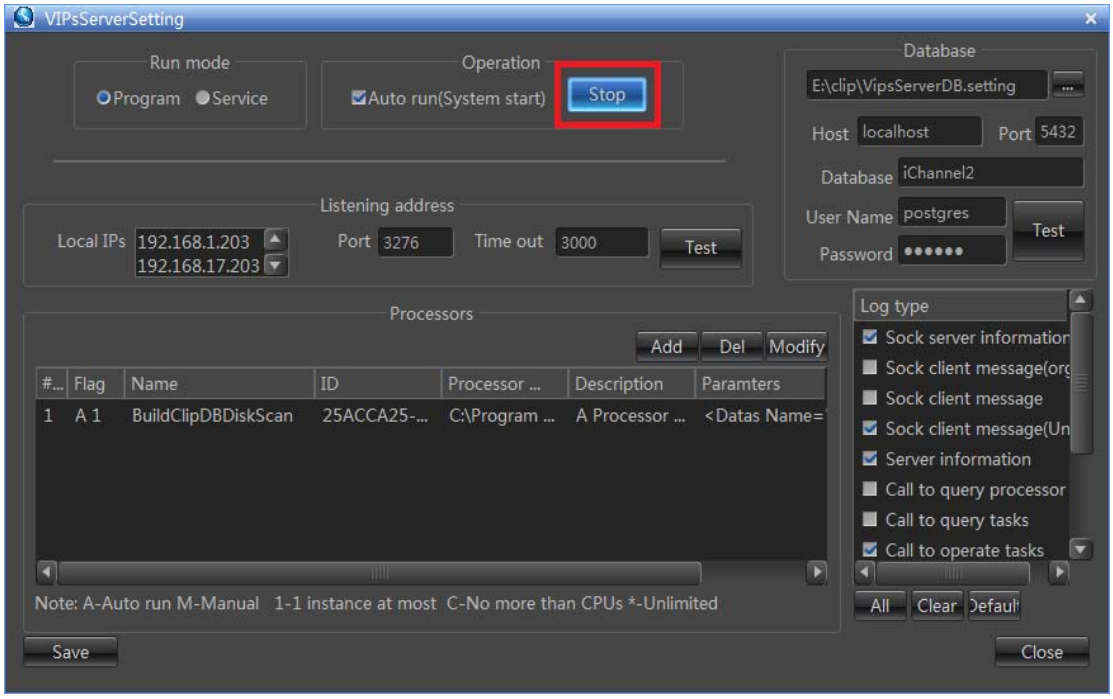
If **Auto run** and **Auto load card** are checked, VDCP service and last chosen card type will be automatically loaded at every time startup.

1.2 VIPs Server Setting

From your desktop or folder path: ...*DAYANG**iChannel2**Bin*, double click the **VIPsServerSettingU** to open service.



To run the the all services have been added ,Click the **Start** Button which could be seen in the Operation section.



The default directory to save clips is E:\Data, the default directory to save the database description file (VipsServerDB.setting) is ...*DAYANG**iChannel2**bin**configuration*.

By clicking the Details buttom ,you can change the above directories.

※ For more details please check the iChannel2 Config Manual

1.3 CG Server

From your desktop or folder directory: ...*DAYANG**iChannel2**MTServer* to run the CG server, double click

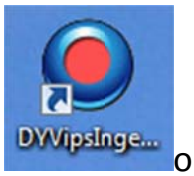
to run the CG Server.

※ For more details please check the CG Server Config Manual

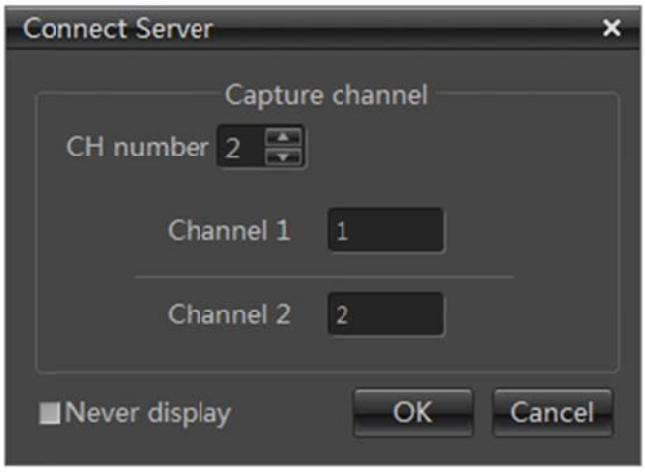
CHAPTER 2 Capture

This chapter provides basic configuration and operation instructions for Capture module in ichannel2. This module is about the capture of live signals or feeds from VTRs.

2.1 Startup

Double Click the **DYVipsIngestU** 

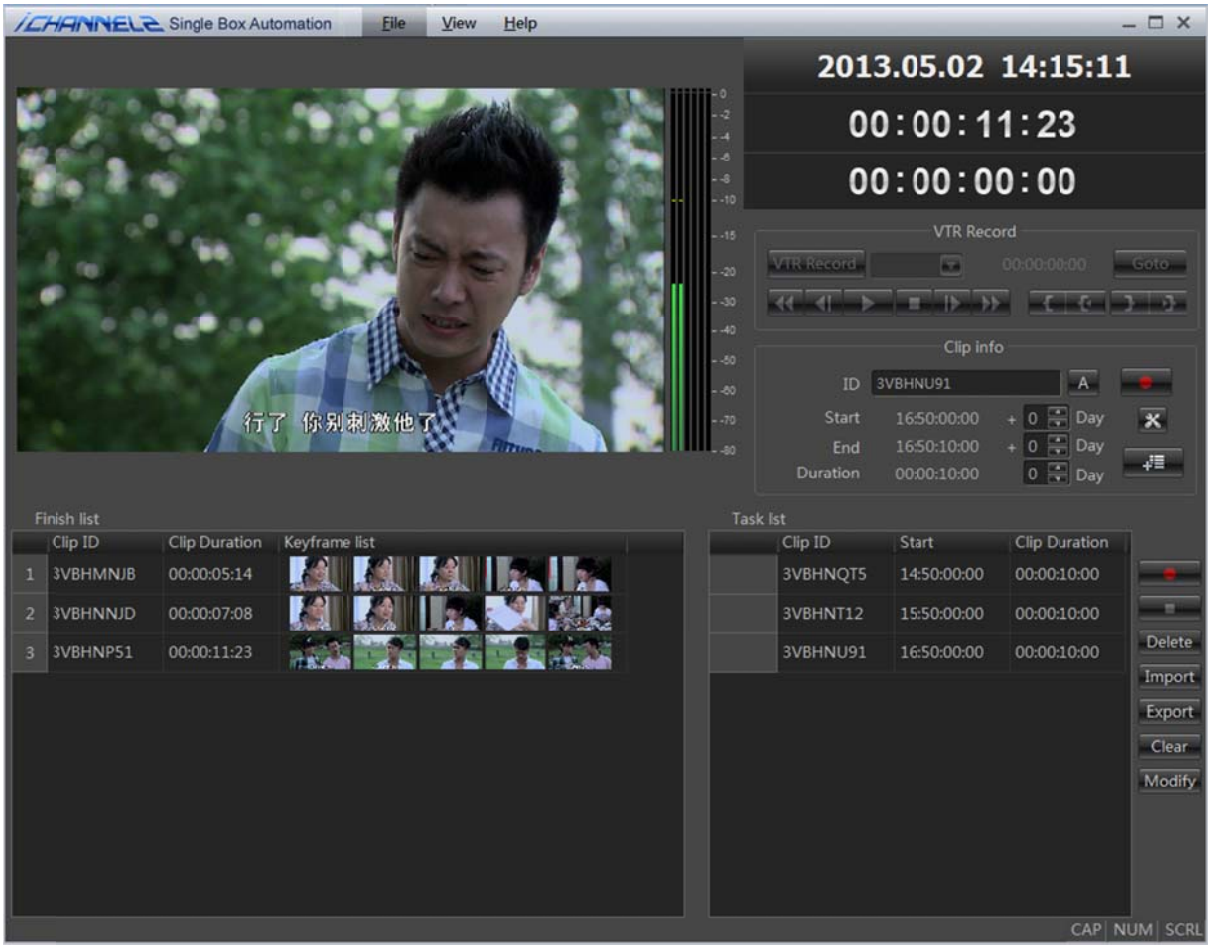
on the desktop to run the capture module.



Select channel count and input the number of channel in the initialization setting window. The maximum CH number is subject to the version of iChannel2 and the setting of RedBridgeIII card.

If **Never Display** is checked, this window will be **NOT** shown in every time startup and all values will be reserved.

Click **OK** button to enter the main interface.



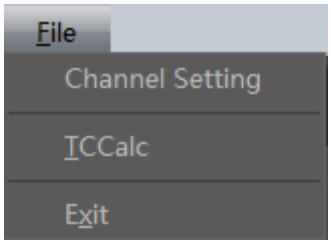
The main interface is divided into six main sections as below.

2.2 Menu Bar

The menu bar, a basic component of the software, is on the top. It consists of three drop-down menus as shown below:

File

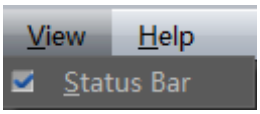
Select **Channel Setting** to view the channel status, and select **Exit** to quit the module. You can as well click the top right Cross on the window to exit it.



View

In this menu, it can display the Status Bar.

Click **View** and select **Status Bar**.At the bottom of the main interface, the status bar will be displayed.



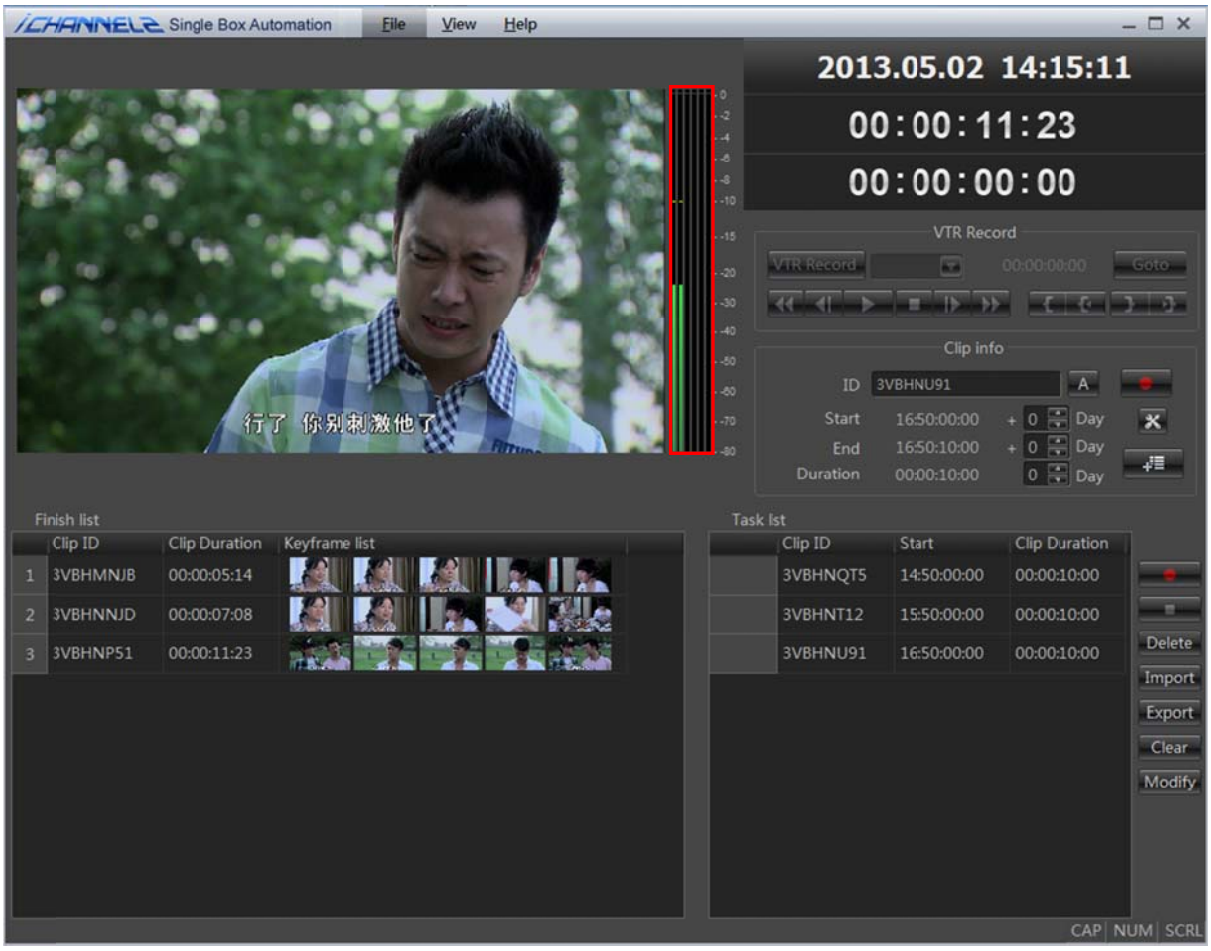
Help

Click Help to view the software version.

2.3 Capture Signal Window

The upper left area of the main interface is the capture signal window as shown below:

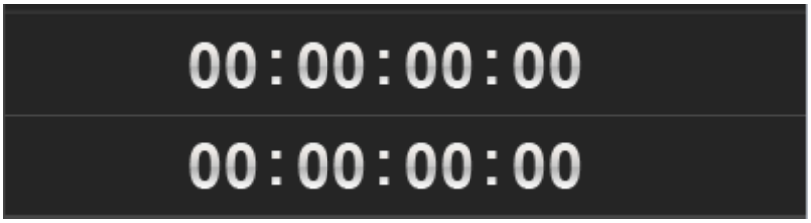
On the right side of the capture signal window is the UV Meters.



2.4 Time

System Time

Timecode and Countdown Timecode

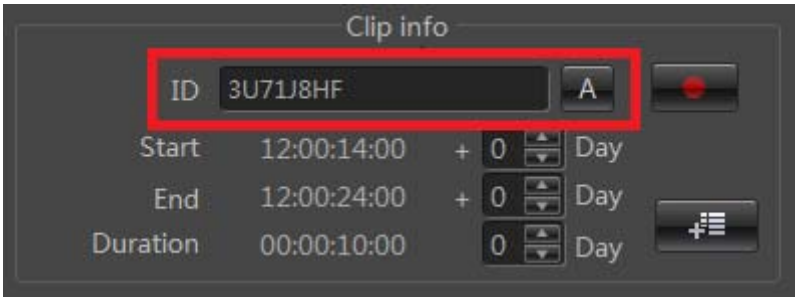


2.5 Clip Information

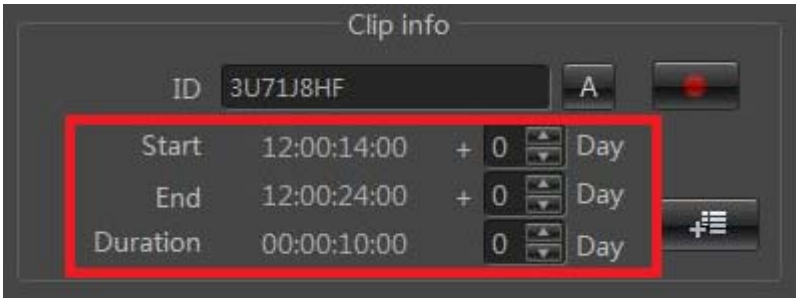
ID

Input the capture clip ID as the clip name or click

button to generate a random ID automatically.



Time Setting



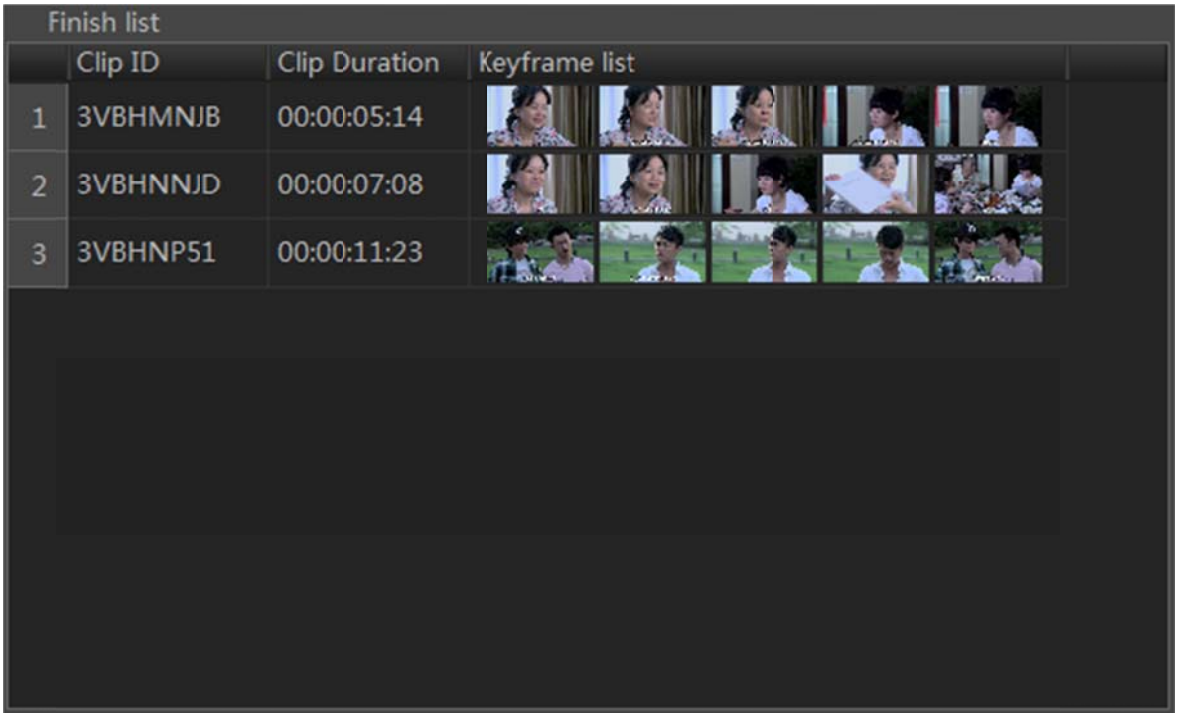
Input start time and duration to indicate capture start time and capture duration. End time will be calculated automatically if start time and duration are both set. In other words, when input any two values, the third one will be filled automatically. In VTR mode, Day area will present gray, users cannot set day number options.

When click the Rec button , the module automatically will begin capturing. Once completed ,the record task will be added to the finish list

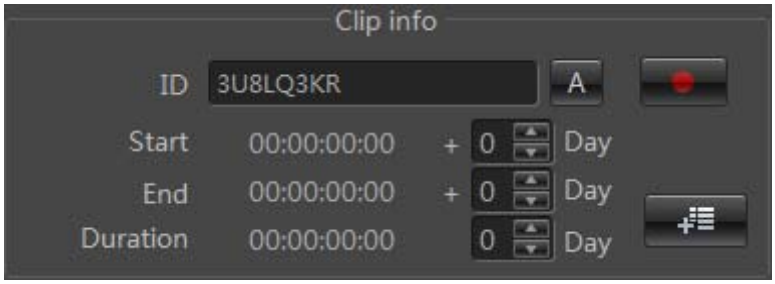
in the bottom left. After input the ID, and any two time settings, click the button to add the clip into the task list. Then the metadata of the clip will be shown in the list, including Clip ID, Start Time, and Clip Length.

2.6 Finish List

The recorder task which have been set will be added to the **Finish List**. You can obtain the more information about scheduled task, including Clip ID, Clip Length, and Clip Thumbnails.



2.7 VTR Capture



Click the capture button to start VTR capture after relative settings. Input start time (relative to VTR start time) and end time (relative to VTR stop time). Duration will be calculated automatically if start time and end time are both set. Users can set date number in Day area, system will perform capture after specified days (today if day number is 0).

With the help of the following button, users can control the VTR playout, so that to complete the VTR Capture.

Users can choose which VTR to capture in drop-down list.

: go to specified frame of VTR signal.

: fast rewind

: jump to previous frame.

: play VTR

: stop VTR

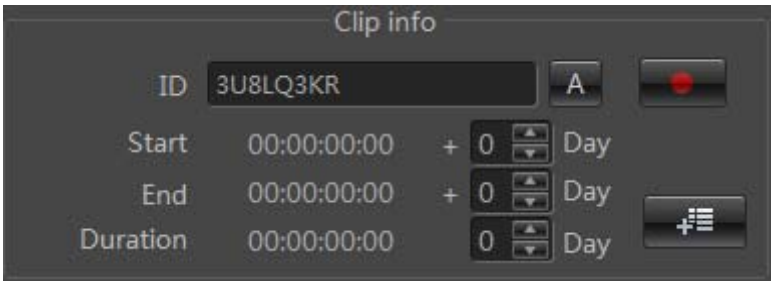
: jump to next frame

: fast forward

: set current VTR play time point as start time or end time.

: go to the start time or end time that has been set.

2.8 Manual Capture

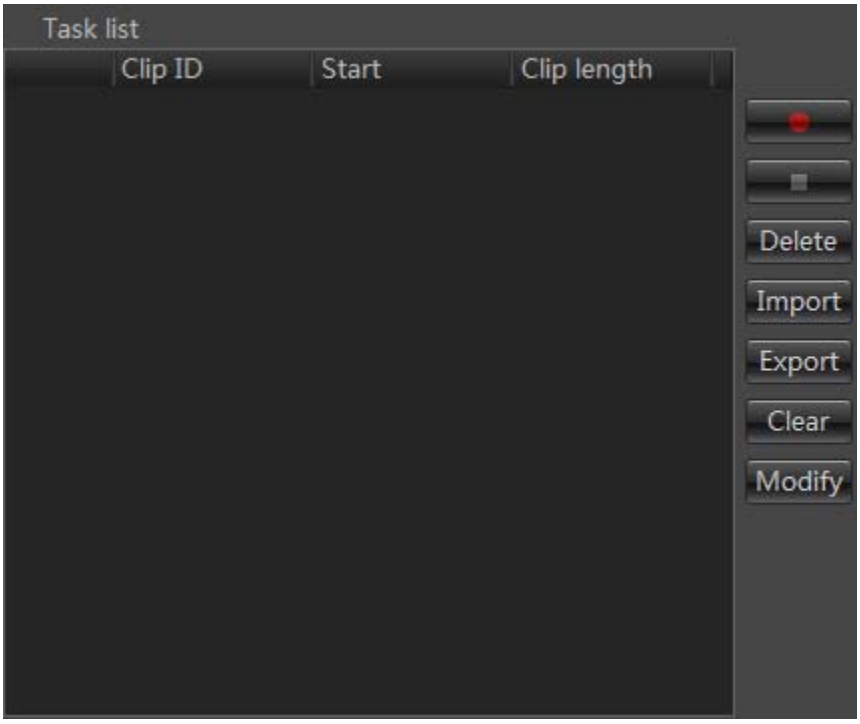


Click the capture button to start manual capture after relative settings. Input start time (system time) and duration to indicate capture start time and capture duration. End time will be calculated automatically if start time and end time duration are both set. Users can set date number in Day area, system will perform capture after specified days (today if day number is 0).

2.9 Scheduled Ingest

Click the button under the Clip Info, the ingest task will be added to the task list. It is remarkable that the time interval of the two adjacent tasks must be more than 5 seconds.

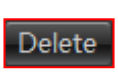
The module automatically will begin sequential capturing by task list when click the Rec button .



With the help of the following button, users can edit and modify the capture task, so that to complete the Scheduled Ingest.

:Start to capture

:Stop the capture



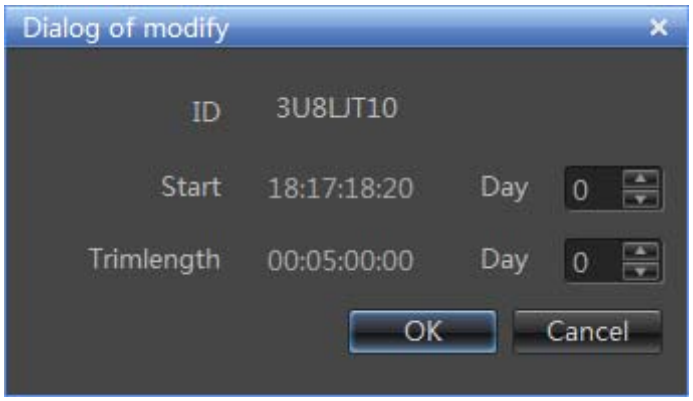
:Delete the selected task

Import: Import the capture list (the default format of captured list is PLST)

Export Export the capture list, and he list file will be saved with PLST format.

Clear Clear all of recorder tasks in the list.

When click the Modify buttom,a setting window, as shown below, would pop up ,where you can change the imformation of this task,including Start Time, Clip Length,and Start Date.



CHAPTER 3 Scheduling & Playout

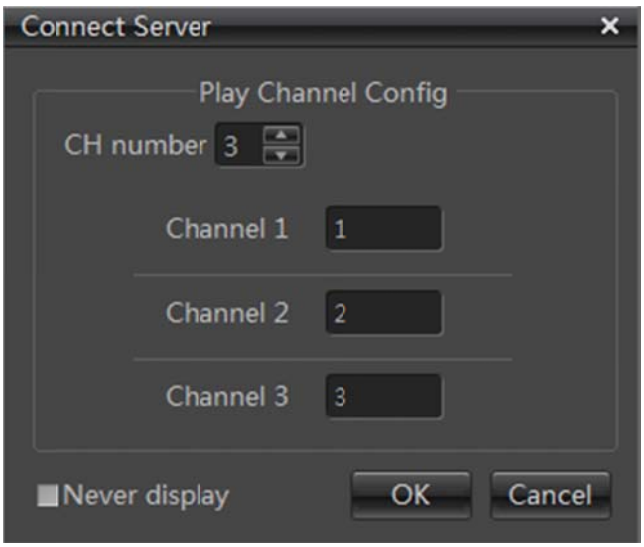
#

This chapter provides basic configuration and operation instructions for the module of scheduling and playout.

3.1 Startup

Double Click **DYVipsAirU** on the desktop to run the module.

Input the number of channels and ports in the initialization setting window.



CH number：Set channel number used in playout. The maximum CH number is subject to the version of iChannel2 and the setting of

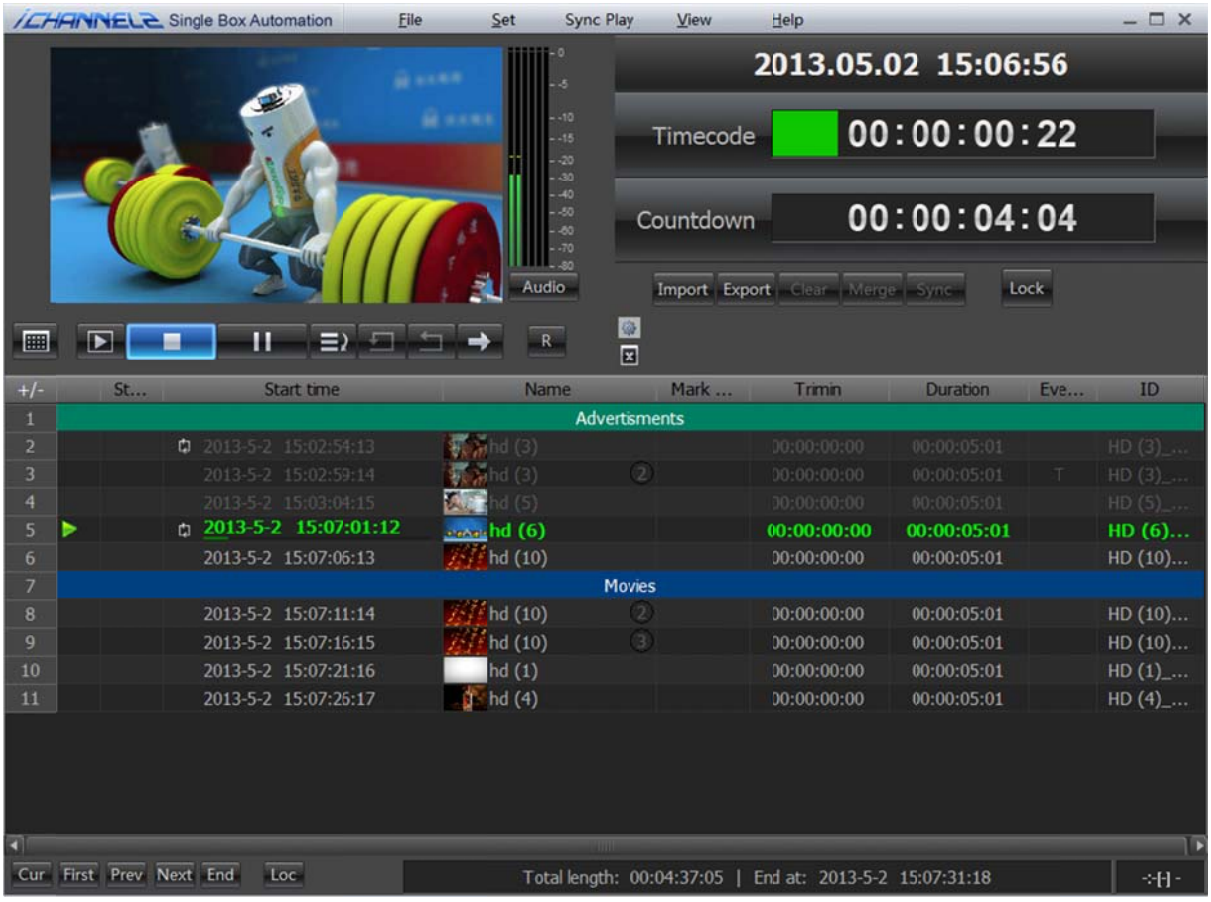
RedBridgeIII card. In this manual, just use one playout channel as instruction.

The numbers of channel: fill numbers of each channel, please fill number from 1.

If **Never Display** is checked, this window will be **NOT** shown in every time startup and all values should be reserved.

Click **OK** to enter the main interface.

The main interface is divided into eight main sections as discussed below.

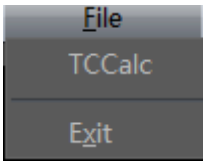


3.2 Menu BAR

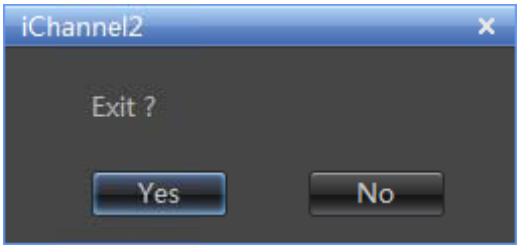
The menu bar, a basic component of the software, is on the top. It consists of five drop-down menus as shown below:

File

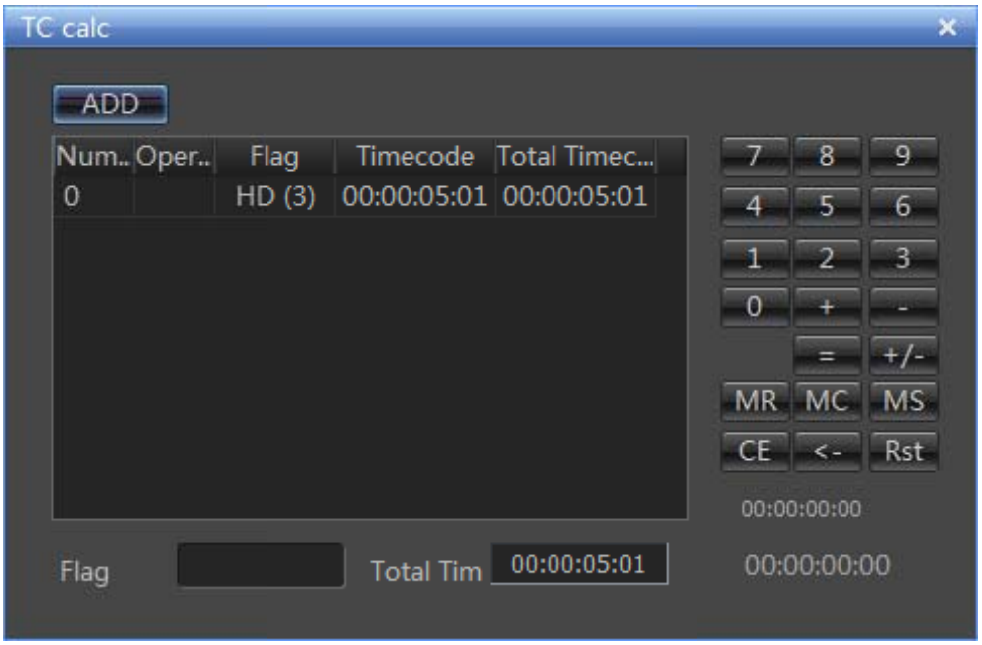
The calculation of the TC can be done here. And you can also quit the application by click Exit.



Choose Exit, the pop-up window will be shown to ensure the operation. Click Yes to quit the module or No to stay in it. You certainly can click the top right cross on the interface to exit it.



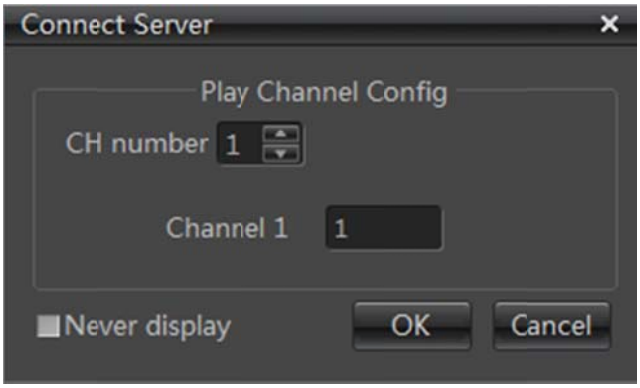
TCCale: When clips dragged into the window, the total duration can be calculated.



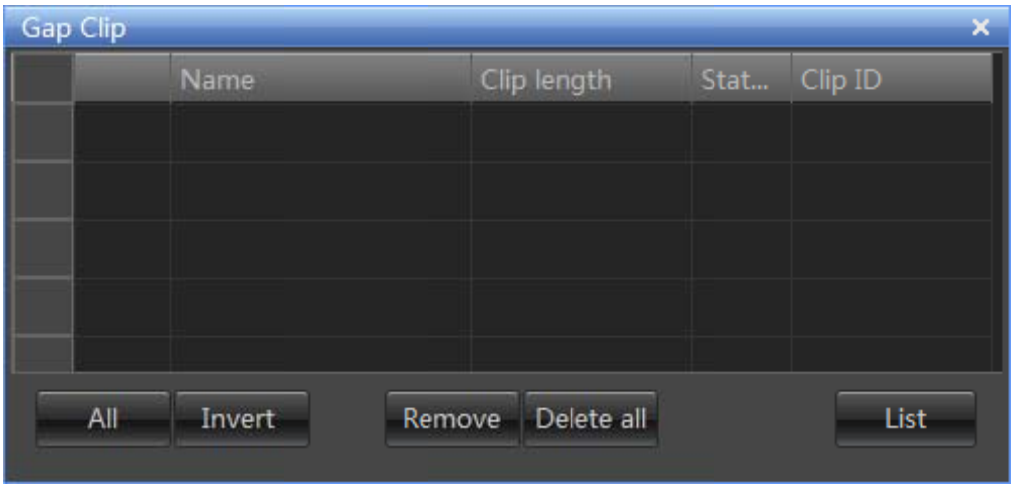
Set

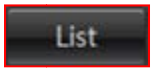
Click the **Set** window option in the menu, the Frequently-used settings are displayed in this drop-down window.

- Channel Setting: To view the status of channels and ports that have been set, but also to modify the channels.(restart the procedure to enable the new values)

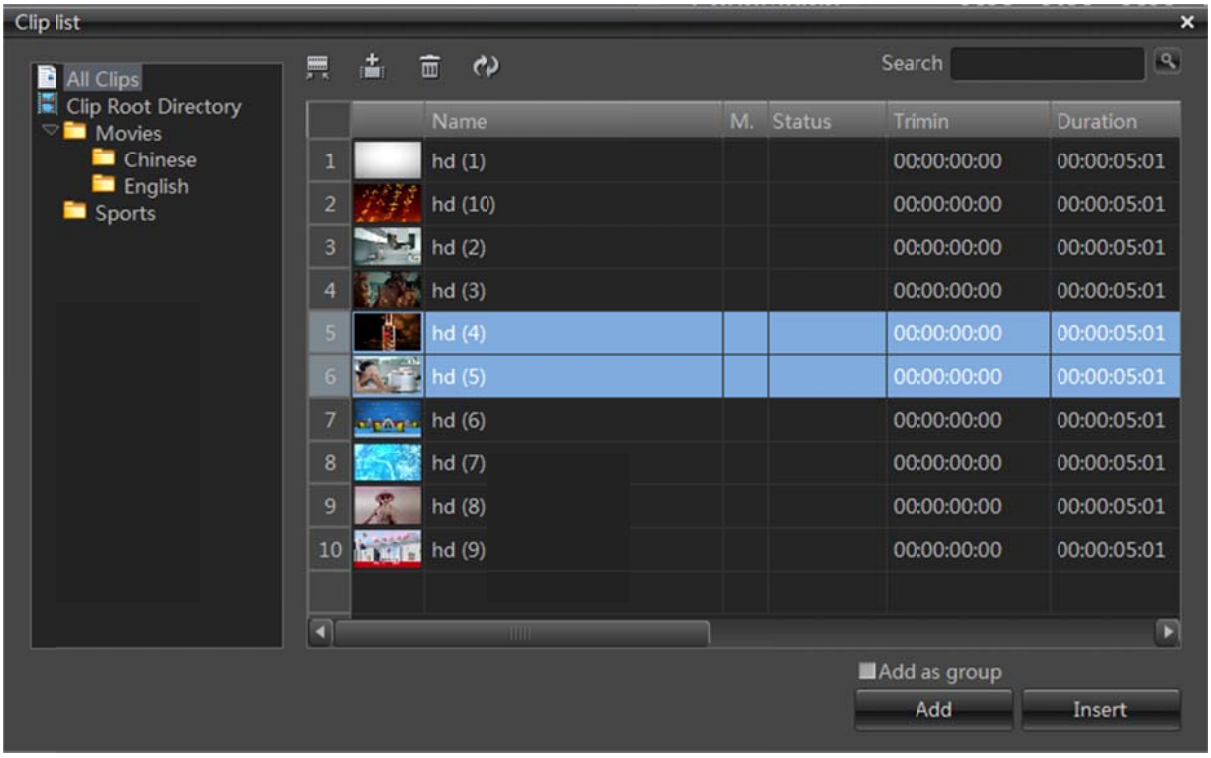


Gap Clip: To view and set the gap clip



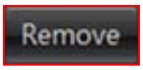
Click the 

List button in the Gap List Window, and the Clip Management Window will be popped up , as shown below:

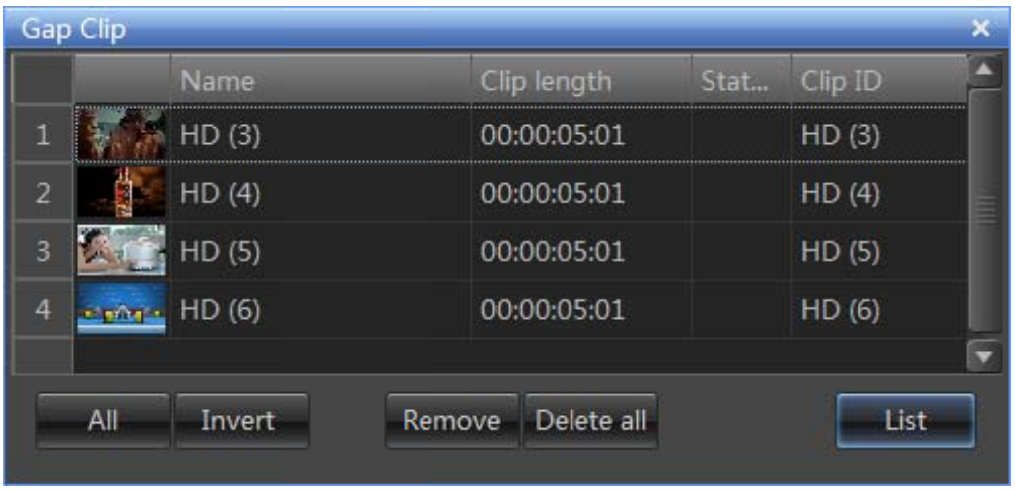


Select the clips in the Clip Management, click and hold the left mouse button on it, drag it to the Gap List.

Click the All button

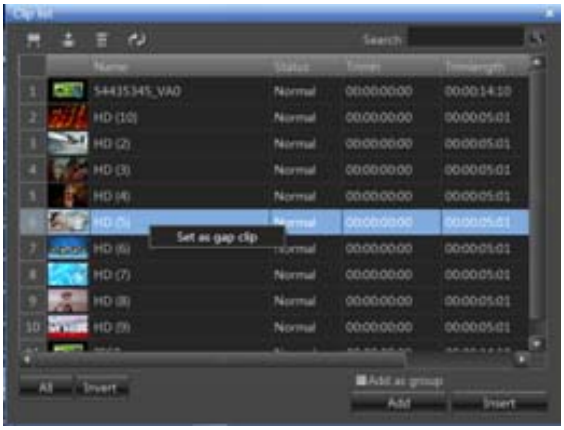
to add all clips to Gap List in the Clip Management. Users can remove gap clip from the gap clip list by clicking the 

Remove buttons.



Preview and edit each clip by double clicking, the backup window will pop up, as shown below:

In the Clip Management, choose one clip needed, right-click and select Set As GAP Clip.

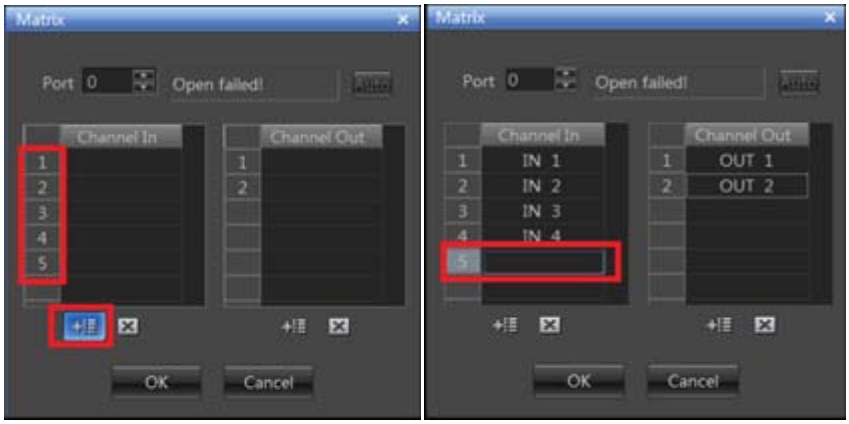


The selected clip will be added into the gap clip list. When a gap in playlist need fill by gap clip, the system will automatically select a gap clip which its duration is closest to this gap duration.

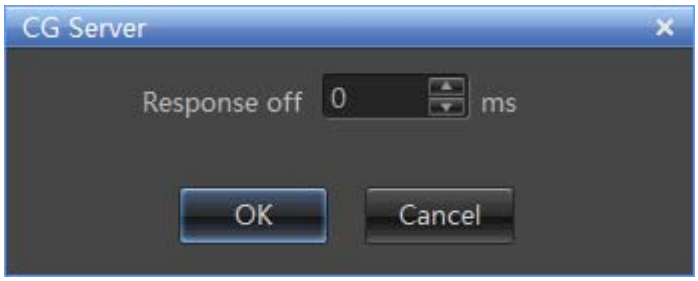
Set of CG event:

Matrix Setting: Input the number of Port in the pop-up window

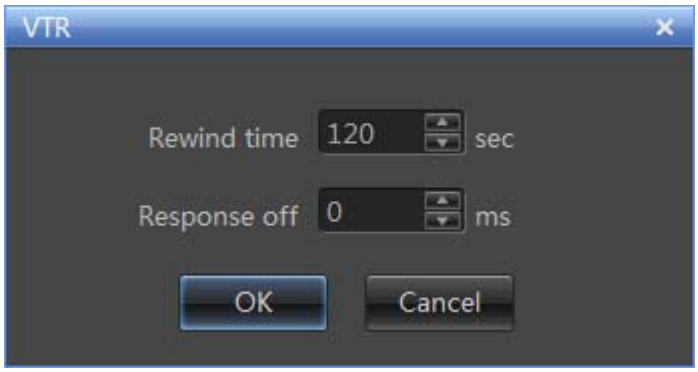
Users can add or delete external live signals, which be inputted and outputted through the matrix card. User can also name each of the signals.



Set of CG event: To set the preloading time,which is used for filling the response time of CG server.



Set of VTR event: Used and setting rewind time and for fillng the response time of VTR, rewind time specifies a pre-rewind time before VTR is normally played out so that VTR playout can be started from right position of type.

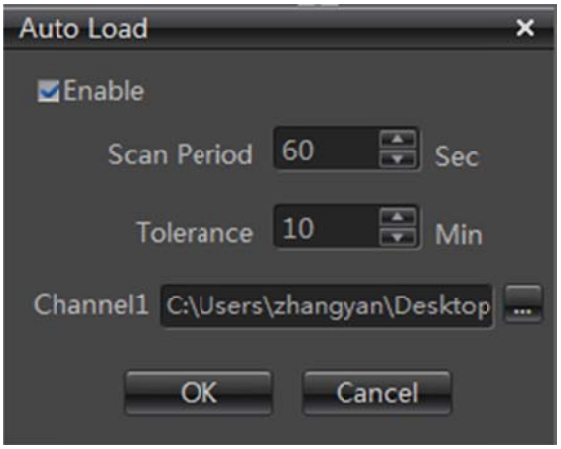


Auto Load: Scan frequecy is the scan time interval of the predifined playlist folder which used to save auto-loaded playlist. The playlist will be scanned every set seconds in the user-defined playlist directory. The system will import right playlist according to predefined auto load time of playlist.

※ For how to export a playlist as an auto-loaded playlist, please see 3.7

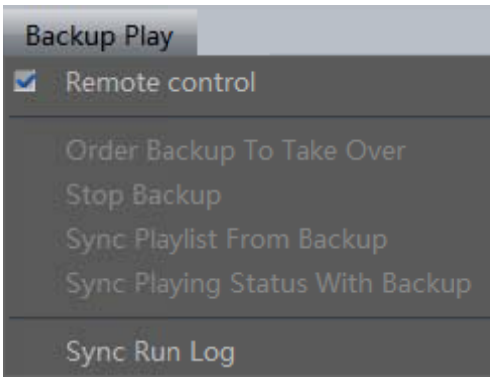
Tolerance(Preloading) is the preloading time range. If the time between now and predefined auto load time of playlist is in this preloading time range, this playlist will be automatically imported.

By clicking the Details button ,you can change the playlist directory.



Sync Play

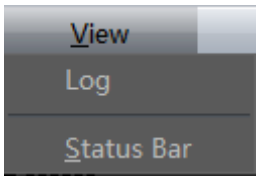
The options in this list are used for controlling communications between main server and backup server. For more detailed infomation, please refer to "Main and backup playout instruction".

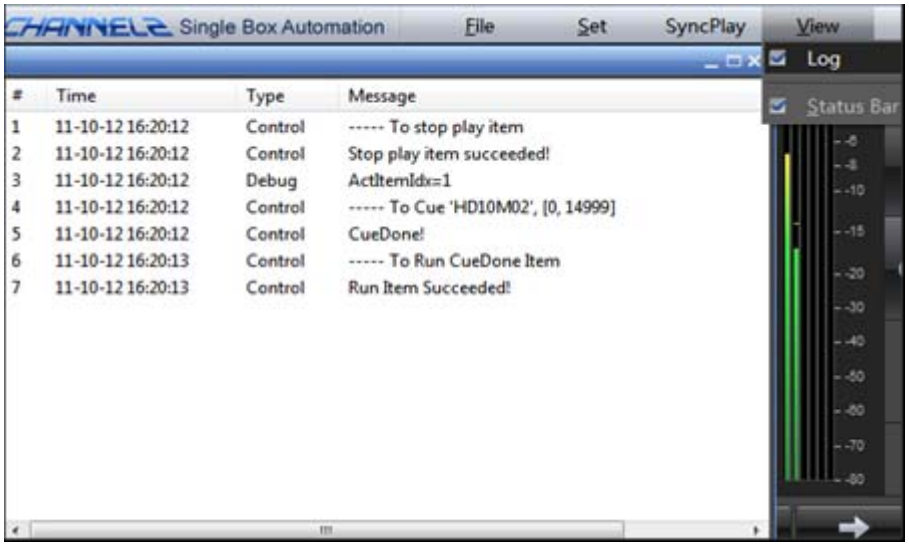


View

Click the **View** window option in the menu, the Play Log and Status Bar are displayed in this drop-down window.

Select **Log**, in the pop-up window the Play Log will be displayed.

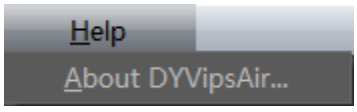



Single Box Automation
File
Set
SyncPlay
View
Log
Status Bar
Time Type Message
1 11-10-12 16:20:12 Control ----- To stop play item
2 11-10-12 16:20:12 Control Stop play item succeeded!
3 11-10-12 16:20:12 Debug ActItemIdx=1
4 11-10-12 16:20:12 Control ----- To Cue 'HD10M02', [0, 14999]
5 11-10-12 16:20:12 Control CueDone!
6 11-10-12 16:20:13 Control ----- To Run CueDone Item
7 11-10-12 16:20:13 Control Run Item Succeeded!

Select **Status Bar**, at the bottom of the main interface the Status Bar will be displayed.

Help

Help provides the version of the module.

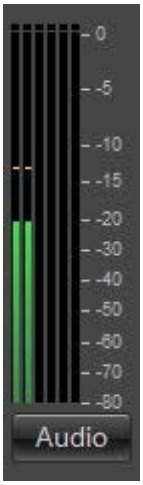


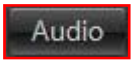
3.3 Playback Window

The upper left area of the main interface is the playback window.

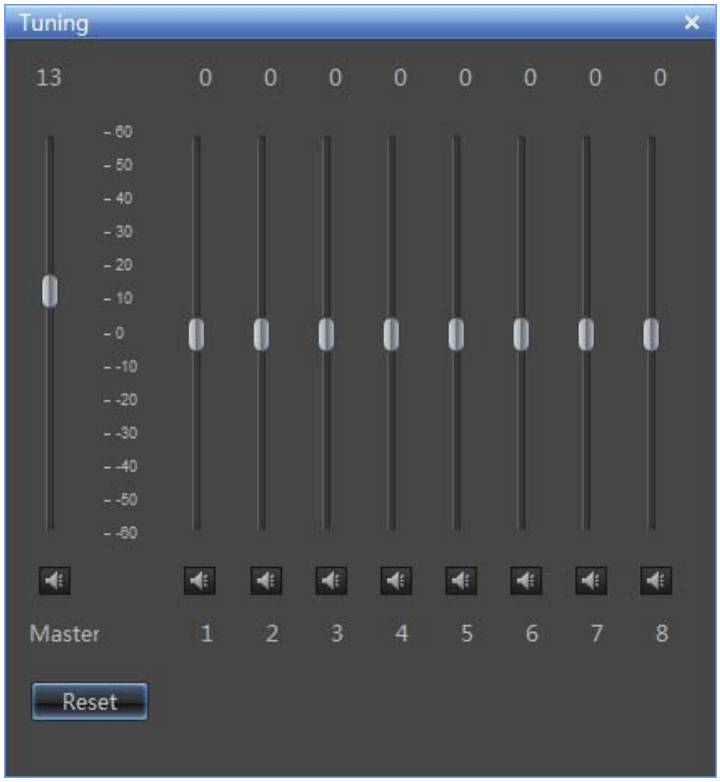
3.4 UV Meters

The UV Meters is on the right side of the playback window.



Click the 

button to view and reset the status of Eight-channel audio, any channel can be muted, as shown below:



3.5 Playout Tool Bar

The Playout Tool Bar provides various functions of playout.

:Clip Management

:Cue (Select the clip that needs to be pre-rolled in playlist, click this button to start pre-roll.The clip must be pre-rolled before the beginning of playlist)

:Play

:Pause/Stop

:Jump(while the playlist is playing to skip the other clip)

:Resume(return to the jumped frame of previous clip)

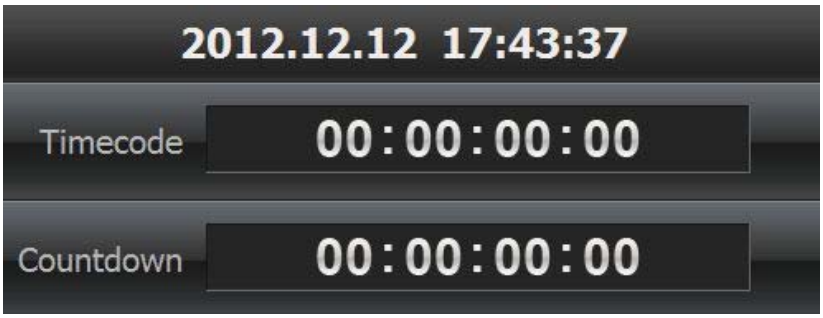
:Return(return to the overlapped frame in the previous cilp)

:Next(while the playlist is playing to force immediately the transition to the next clip in the playlist.)

:Reset (Reset status of current playlist)

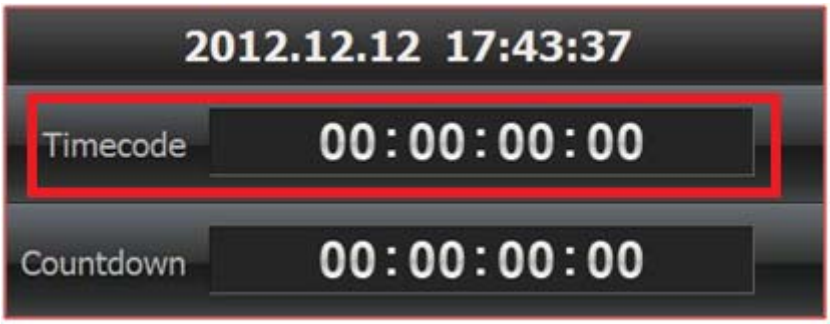
3.6 Timer Area

The upper right area of the main interface is time display .It provides the timing clock upon playout.

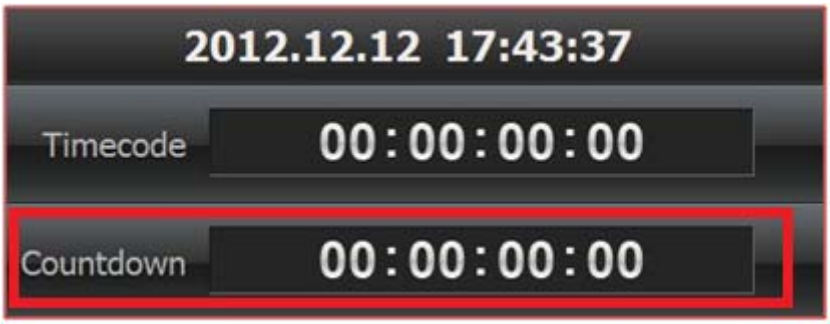


Local Time

Timecode for the playing clip



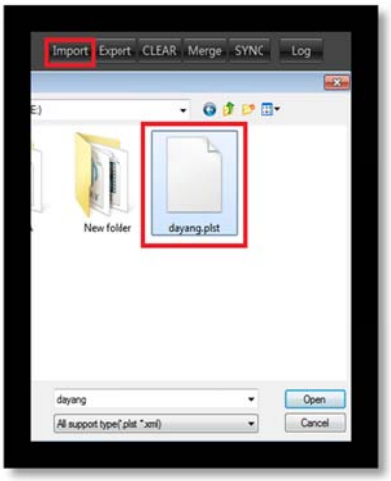
Countdown Timecode for the playing clip



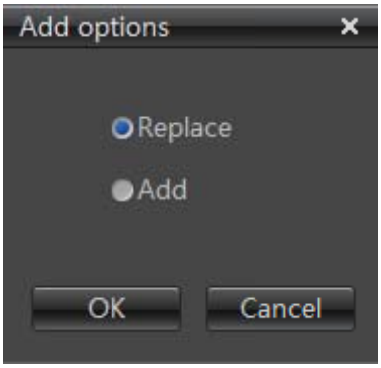
3.7 Playlist Tool Bar

The Playlist Tool Bar provides functional buttons of playlist.

Import : Click **Import** button and select the needed playlist.



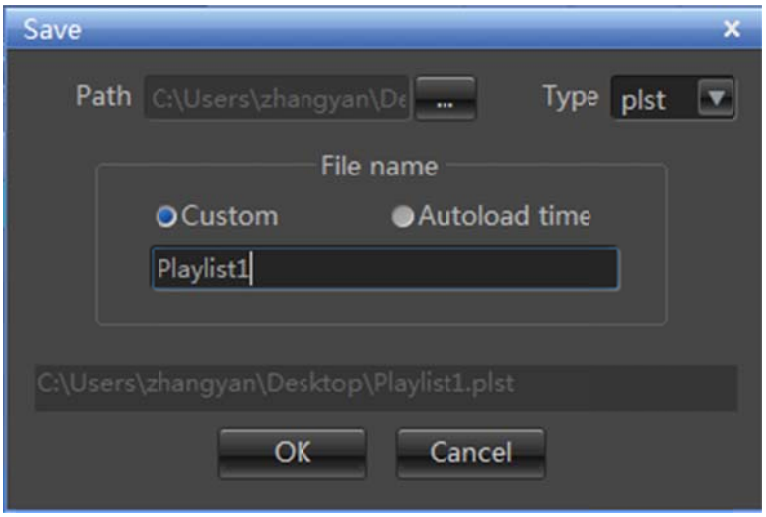
In case of there is a existing playlist, following window will be shown, you can replace old playlist or add playlist at back of original playlist.



Export : Click **Export** button, select the specific saving directory and choose the file type of playlist from drop-down list, we currently support

xml, plst and excel, there are two types of export, Custom and Auto-load time playlist:

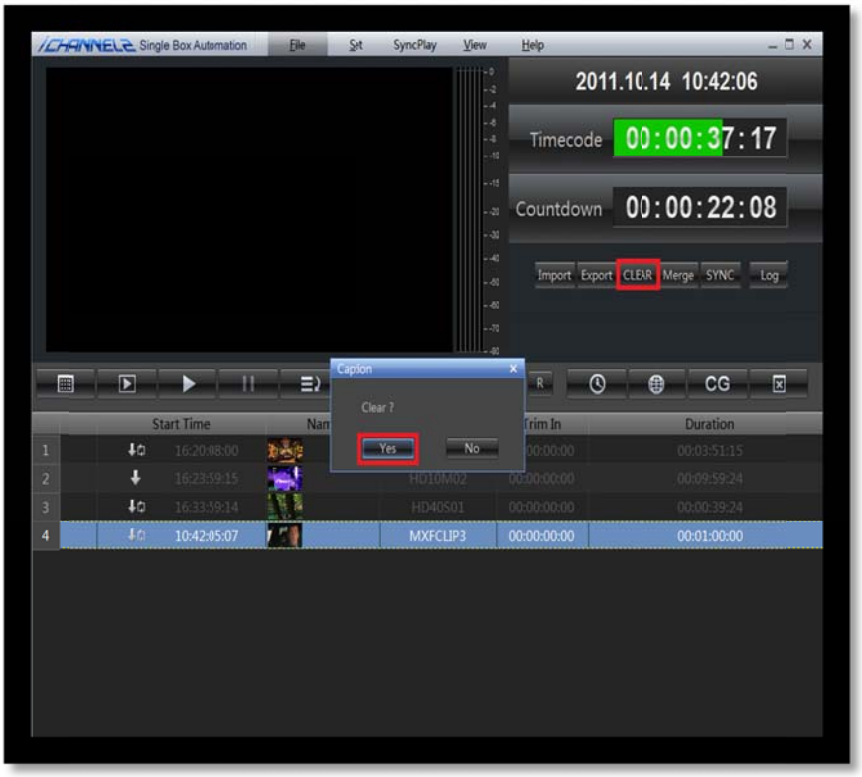
Choose **Custom** type, input any playlist name you want, click OK to export this playlist to specified path. Later, this playlist can be manually imported any time by human operation.



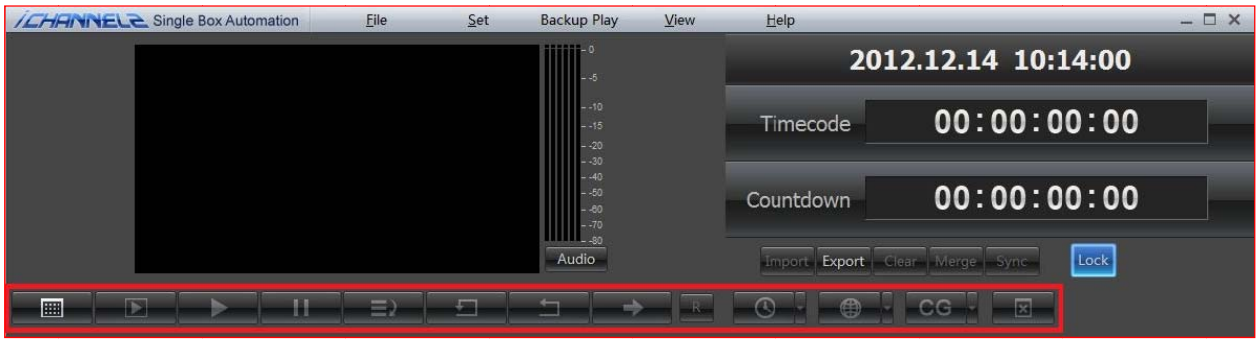
Choose **Autoload time**, then set a time point, this playlist will be saved with name of time format. and this time point will be playlist automatic import time.

※ Regarding auto load setting, please see 3.2-Set menu

CLEAR: To clear all of clips from playlist (cannot do this during the playout)

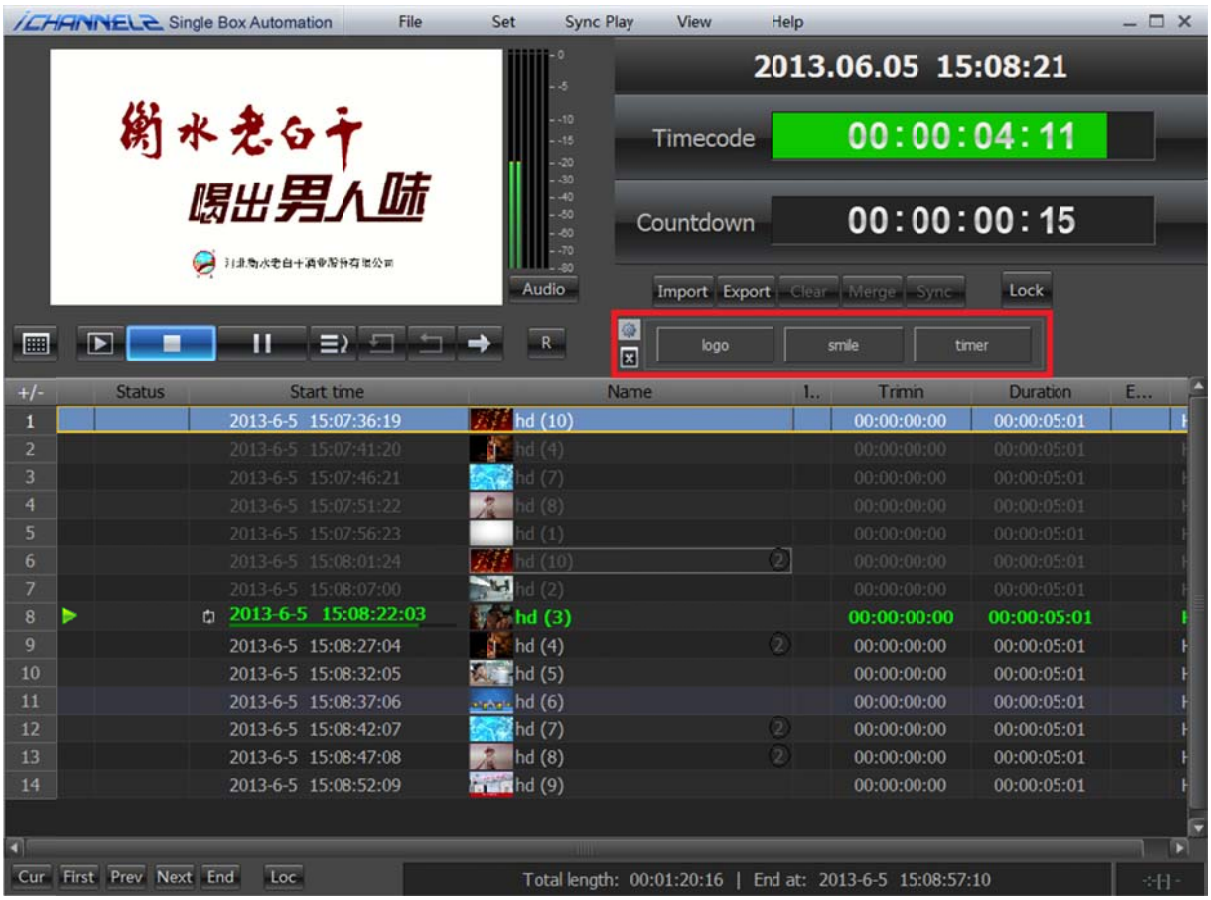


LOCK: To lock the function buttons of playout during playout,as well as to avoid mis-operation thereby to ensure high security of playout.

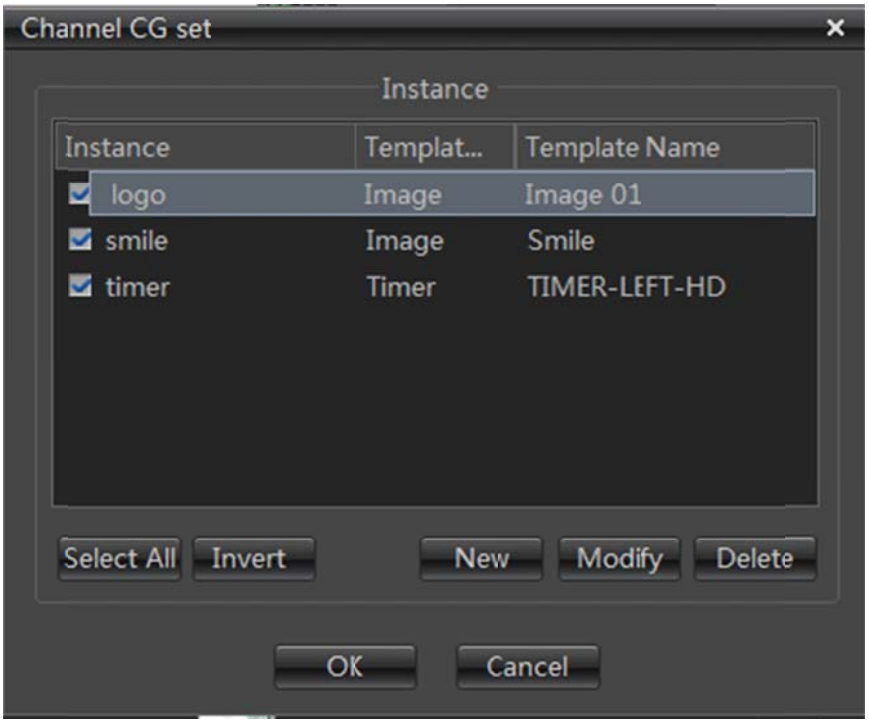


3.8 CG Overlay Control

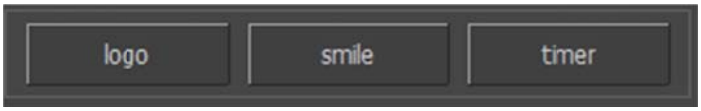
The CG overlay control area provides the frequently-used button of graphics, the following buttons are included.



Press to open CG set window:

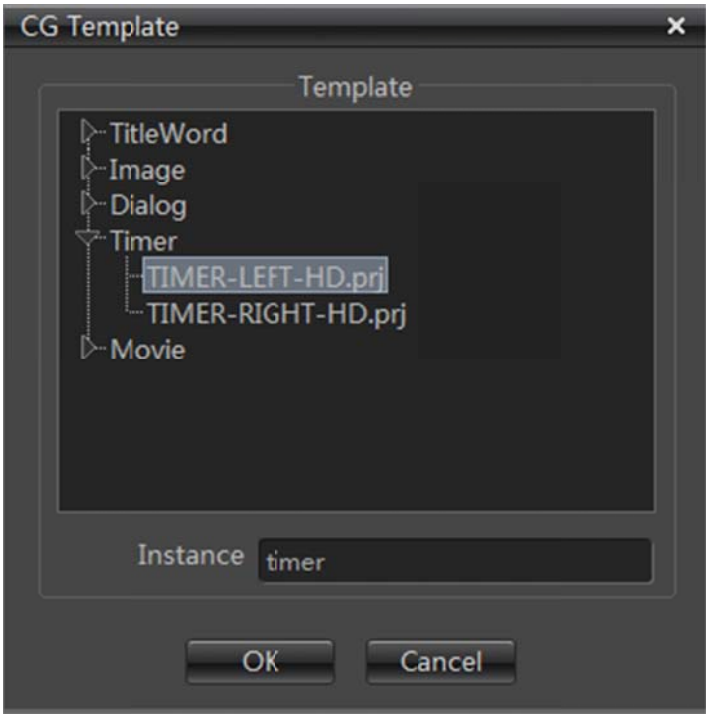


Select All: to select all CG instance in the list, after clicking OK, corresponding CG buttons will be shown on the software interface, like:

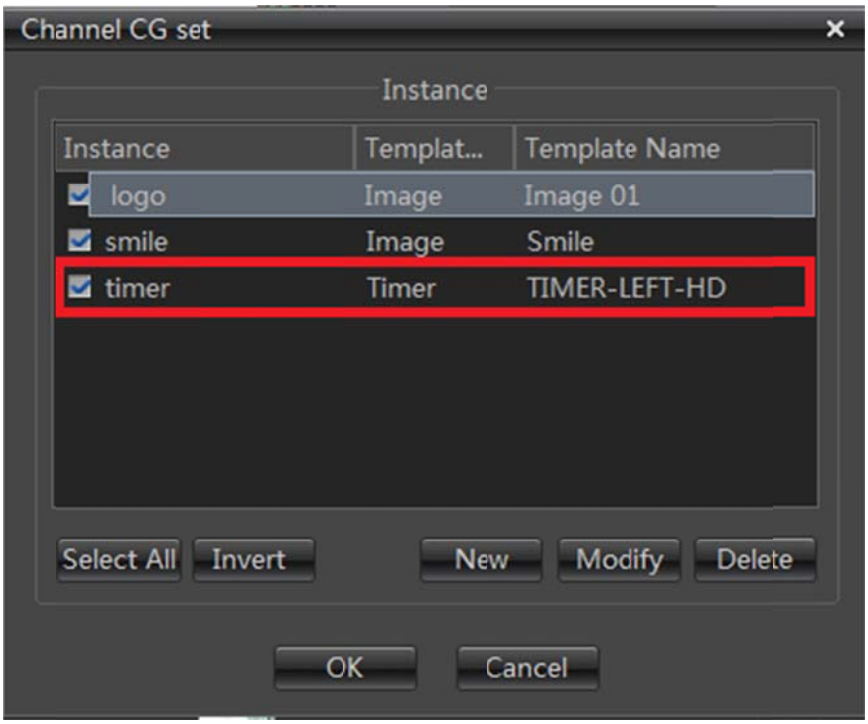


Invert: Invert selection.

New: create new CG instance. Press this button to call CG Template window like below picture:

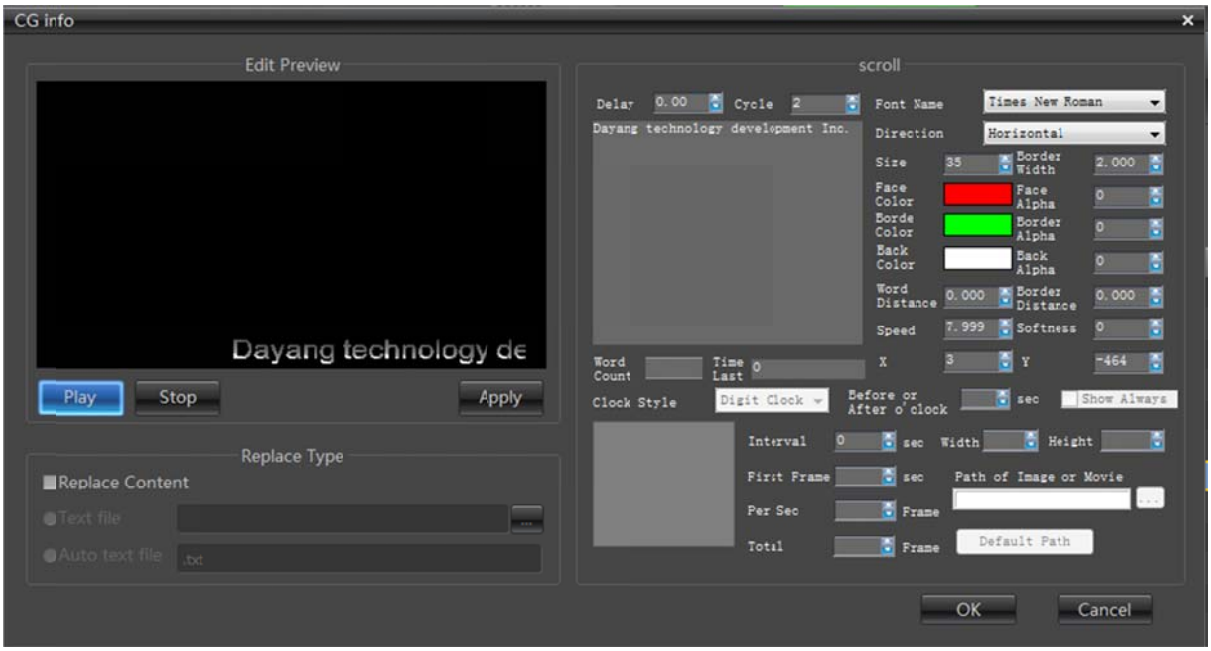


In this window, you can see CG templates classified in five menus: TitleWord, Image, Dialog, Timer and Movie. Choose one template then input instance name, click OK to newly create a CG instance. and this instance will be listed in Channel CG Set window, like following picture to show:



Modify: click on one created CG instance then press Modify button, current CG instance can be re-edited by use of following window, such as style, color, position, setting scroll text, linking to external images for logo and movie and so on.

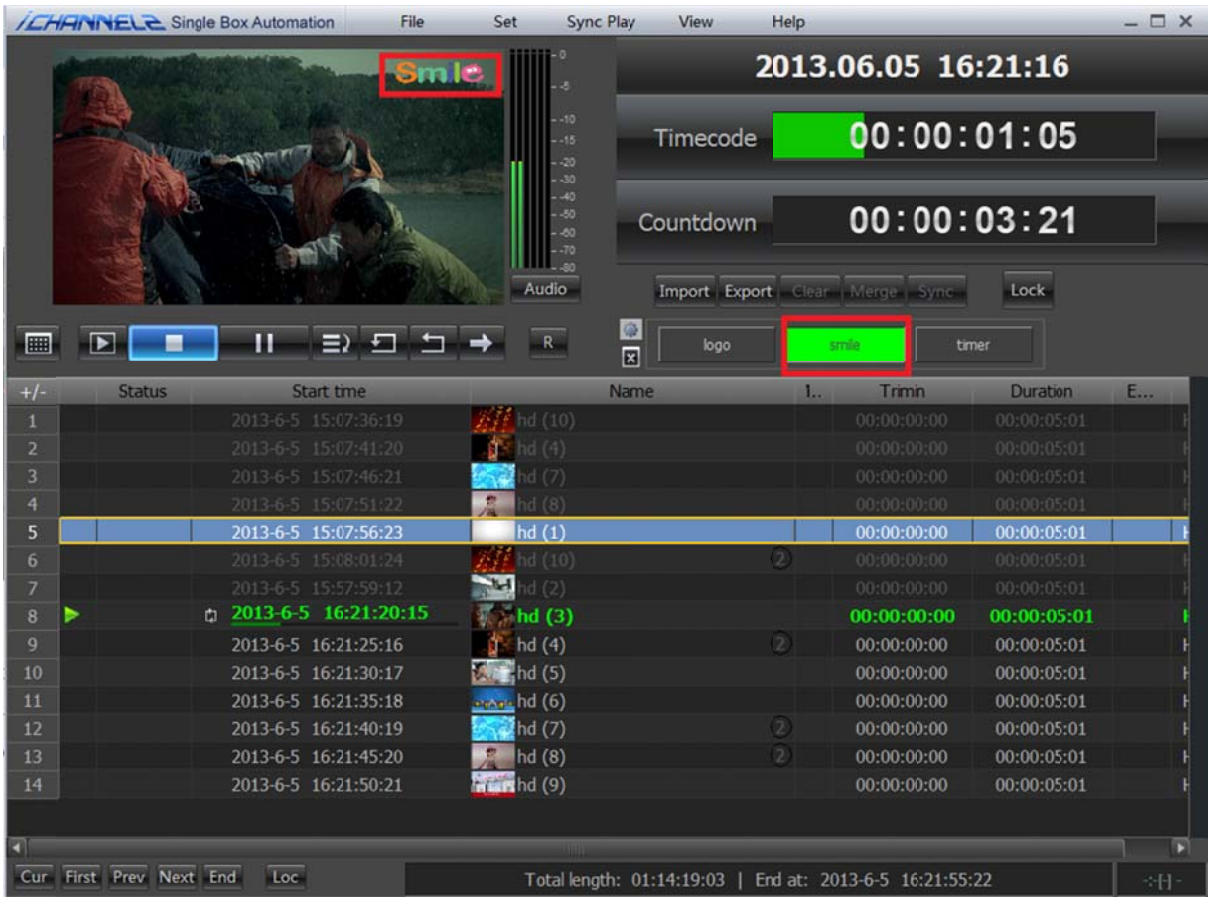
※ iChannel2 has built in various type of CG templates to satisfy user requirment, including template for logos, clocks, scrolls and animation.



After editing, press Play button to preview its effect.

Delete: delete selected CG instance.

Turn on CG buttons on the main interface to add on CG on the signal, like following picture to show:


Single Box Automation
File
Set
Sync Play
View
Help
Smile
2013.06.05 16:21:16
Timecode
00:00:01:05
Countdown
00:00:03:21
Audio
Import
Export
Clear
Merge
Sync
Lock
R
logo
smile
timer
+/-
Status
Start time
Name
1..
Trimin
Duration
E...
1 2013-6-5 15:07:36:19 hd (10) 00:00:00:00 00:00:05:01
2 2013-6-5 15:07:41:20 hd (4) 00:00:00:00 00:00:05:01
3 2013-6-5 15:07:46:21 hd (7) 00:00:00:00 00:00:05:01
4 2013-6-5 15:07:51:22 hd (8) 00:00:00:00 00:00:05:01
5 2013-6-5 15:07:56:23 hd (1) 00:00:00:00 00:00:05:01
6 2013-6-5 15:08:01:24 hd (10) 00:00:00:00 00:00:05:01
7 2013-6-5 15:57:59:12 hd (2) 00:00:00:00 00:00:05:01
8 2013-6-5 16:21:20:15 hd (3) 00:00:00:00 00:00:05:01
9 2013-6-5 16:21:25:16 hd (4) 00:00:00:00 00:00:05:01
10 2013-6-5 16:21:30:17 hd (5) 00:00:00:00 00:00:05:01
11 2013-6-5 16:21:35:18 hd (6) 00:00:00:00 00:00:05:01
12 2013-6-5 16:21:40:19 hd (7) 00:00:00:00 00:00:05:01
13 2013-6-5 16:21:45:20 hd (8) 00:00:00:00 00:00:05:01
14 2013-6-5 16:21:50:21 hd (9) 00:00:00:00 00:00:05:01
Cur
First
Prev
Next
End
Loc
Total length: 01:14:19:03 | End at: 2013-6-5 16:21:55:22

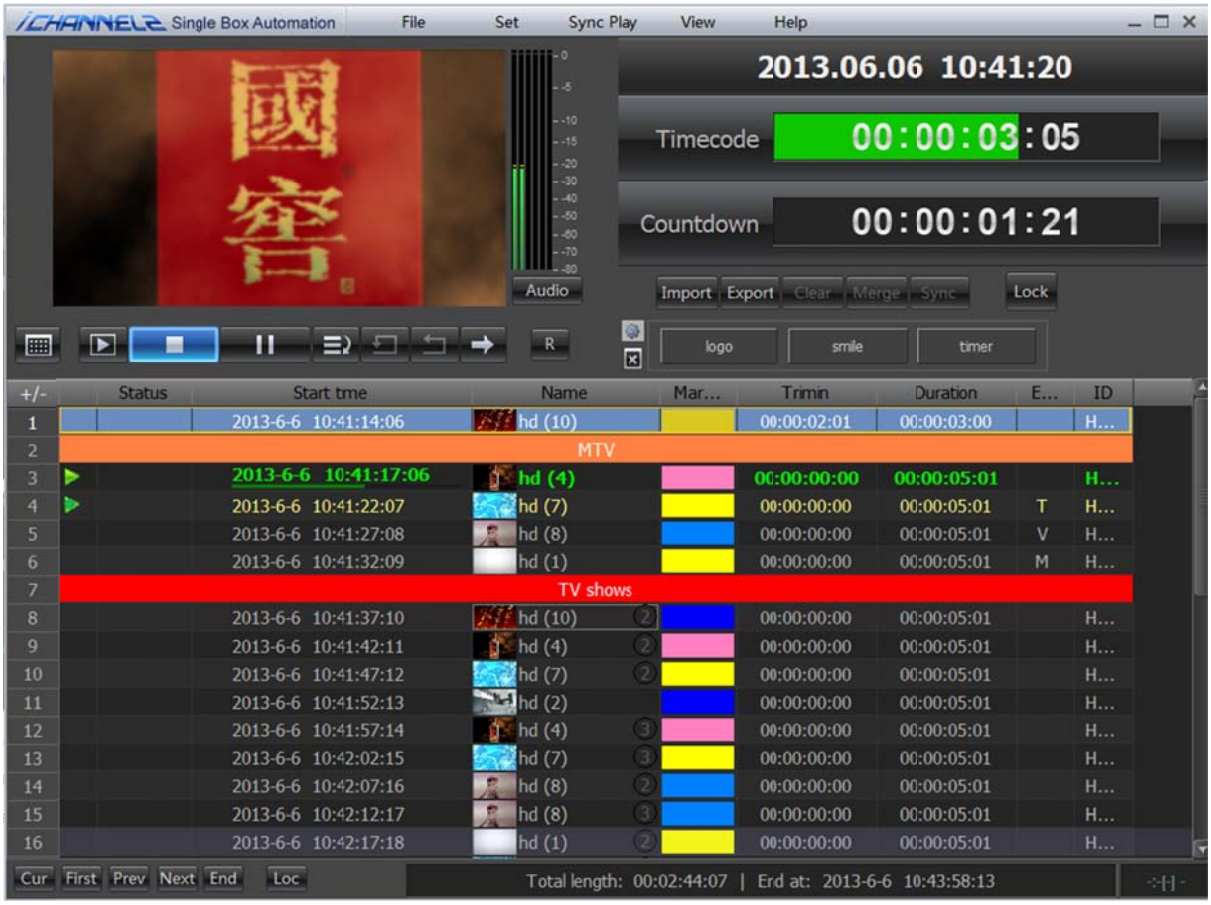
3.9 Playlist

The Playlist area lists the ready clips to playout. The following fields are included:

3.9.1 Components

Status: Shows QC result including

Start Time: This field shows the starting time of clip.



Name: This field shows the name and thumbnail (first frame) of clip.

Mark Color: Users can set mark color for each clips to label classification of clips, such as green is movie, blue is news, yellow is advertisement.

Trim in: Trim in point of clips.

Duration: This field shows the total clip length (regardless of stored in and out-points).

Event/VTR: if any item event is added associate with one certain clip, this column will show according sign. "T" means CG event, "M" means matrix event, "V" refers to VTR event.

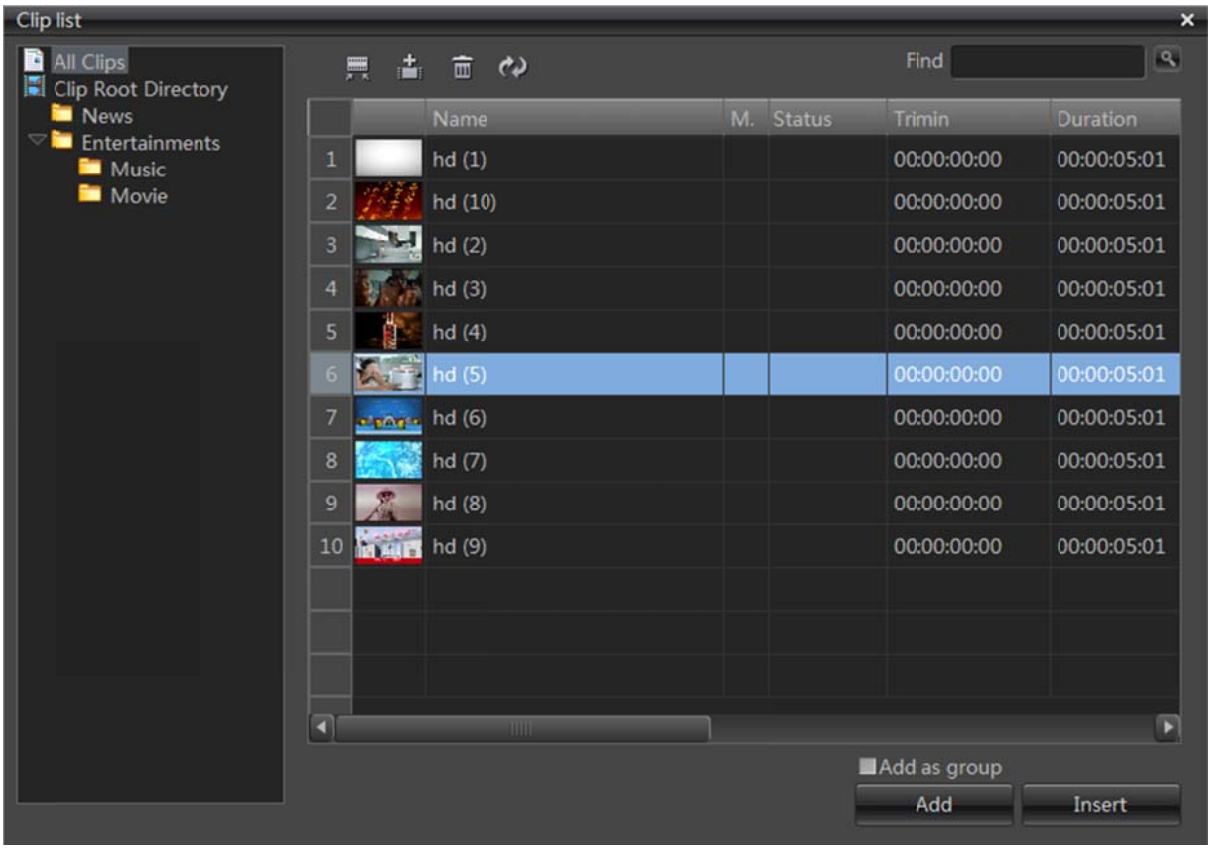
ID: IDs of clips, provides the unique identification of clip in database.

3.9.2 Editing

Create Playlist

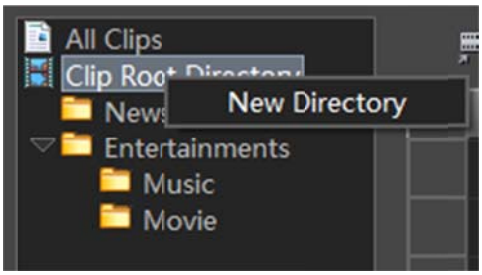
Clip Management

Click the button in Playout Tool Bar to open the Clip Management .The default clip directory is E:\data.Add new clips to Clip Management by copying clips to this folder.

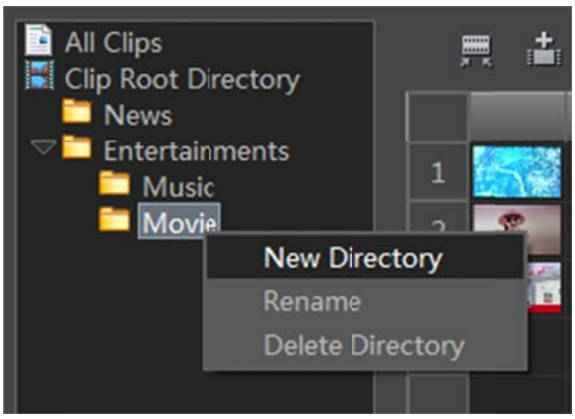


At the left side of window is tree structure catalog for clip classification.

Right-click **Clip Root Directory** then press **New Directory** to create a new subdirectory.



More deeper directories can be created by clicking any one directory, like:



Just drag-drop clips into different directories to complete clip classification. It is convenient for sorted clip management

Click the button to preview the clip in the Clip Management.

: these two buttons set the clip's mark-in-point and mark-out-point, the starting and last frames for clip. Repeat click these two button for clearing the corresponding marked point. When no mark-in-point or mark-out-point is set, the default points are the first or last frame of the clip.

:go to the defined mark-in-point or mark-out-point respectively.

:go to the current first frame or last frame respectively.

Select any frame and click to capture thumnail.

Input the name and click the add or insert button ,the clip will be added or inserted to the playlist.Click ok to modify length of clip along with the metadata of physical clip in database.

Click the small square at the right side of Name blank to set mark color of this clip.

If click **New Clip**, modified clip will be saved as a new clip in clip list rather than replacing old clip.

Add Clip Into Playlist

Select the clips needed in the Clip Management, click and hold the left mouse button on it, drag it to the playlist.

Hold Shift and click to select a continuous range, drag it to the playlist if you want to add more than one clip.

Click the **All** button to add all clips to playlist. Remove gap clip from the gap clip list by clicking the icon .

Check **Add as group** for more clips can be added, deleted, or modified as a whole.

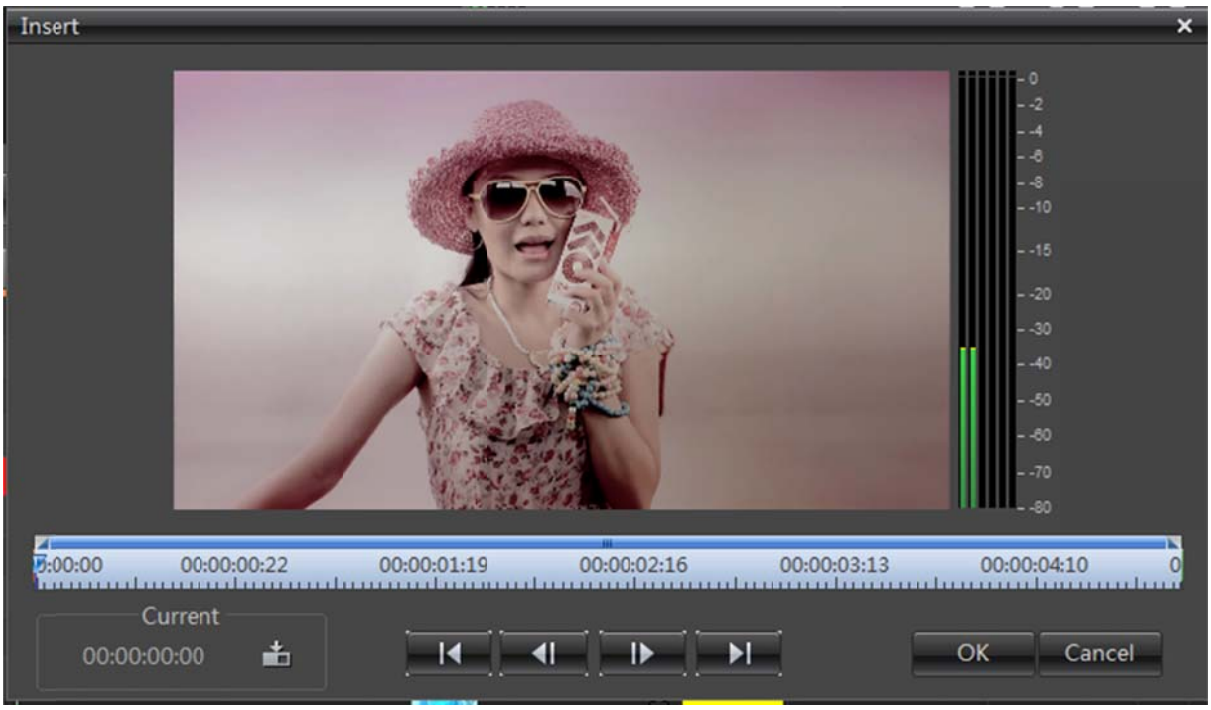
Adjust the item sequence in playlist

Select the item that needs to be adjusted in playlist, and drag it by left click on mouse to the specific position directly.

Inter-cut

Inter-cut, in this case, is designed to insert one clip into another entire clip.

The concrete operations are:(1)drag one clip by left click on mouse on another clip that need to be inserted (2)a window, to preview the original clip, would pop up as a yellow line appeared on the original clip (3) select the mark-in point and mark-out point in the preview window.



(4) click ok, the original clip will be divided into two sections from the selected insertion point.

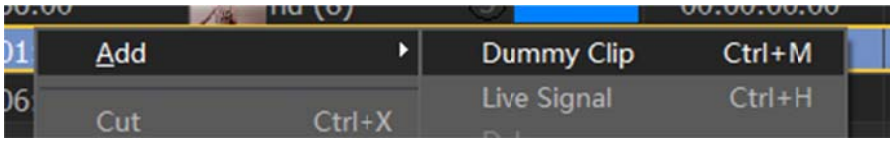
3.9.3 Right-Click Menu

Add

Dummy Clip

Right-click one clip and select Add,then choose Dummy Clip. A pop-up window will be shown to set the dummy clip,as shown below:

Dummy Clip is inserted into playlist as a place holder for the clip which has not been prepared yet.

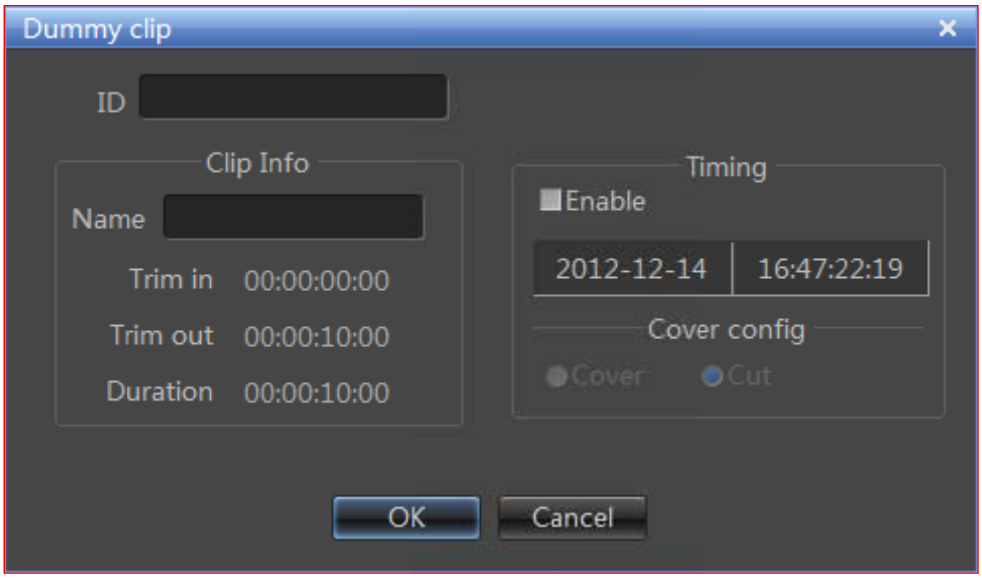


Input ID and Clip Name: be sure the physical clip's name is consisitent with Clip Name here.In other words, you need create a new item with the same *name* as the real clip,and the physical clip will be bound with the item automatically after the real clip is created.

Timing playout:Input the date and time,then check **Enable** if the live signal need to be timing played.

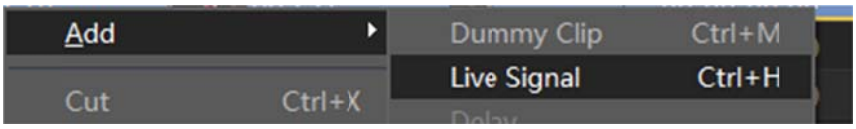
Cover: if current clip and upper one clip are clash, upper one clip will be discarded (covered), and vacant time will be filled by gap clips.

Cut: if current clip and upper one clip are clash, upper one clip will be cut off for playing current clip.

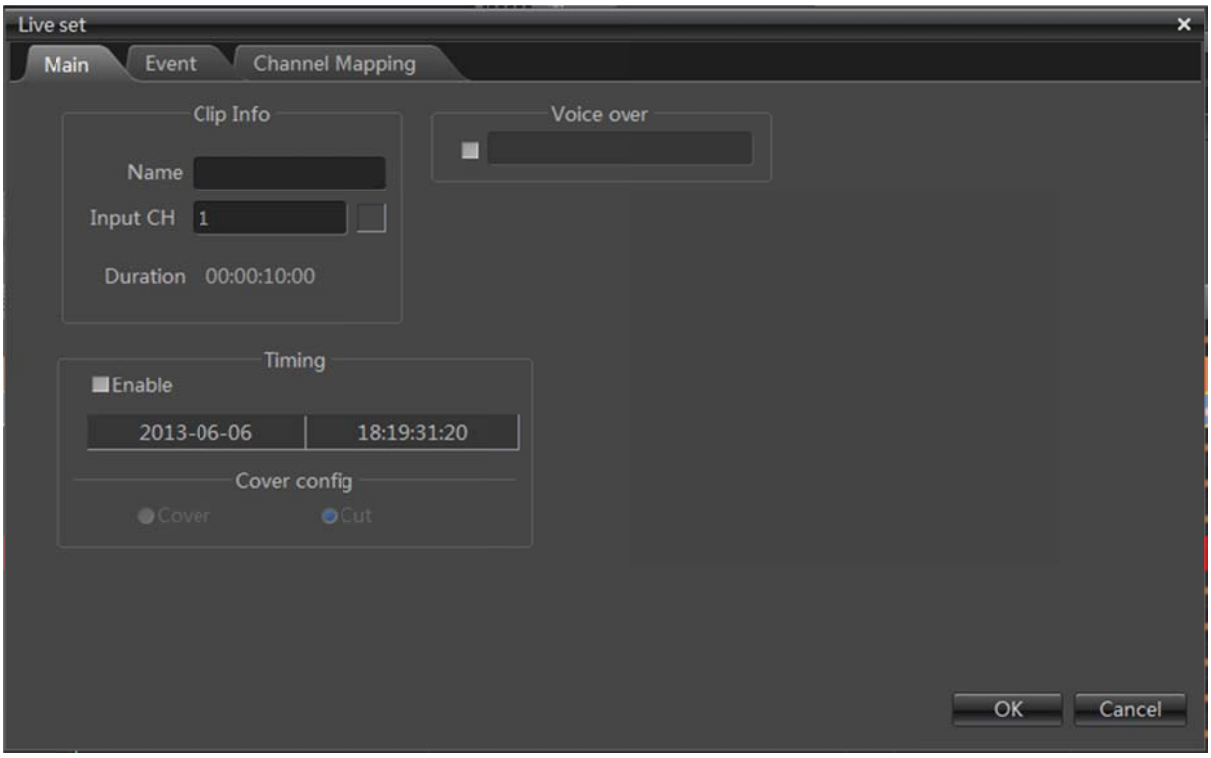


Live Signal

Right-click one clip and select Add,then choose Live Signal. A pop-up window will be shown for live signal setting,as shown below:



live signal can equally be used as a item for playout.



Input the name,channel number and defined length.

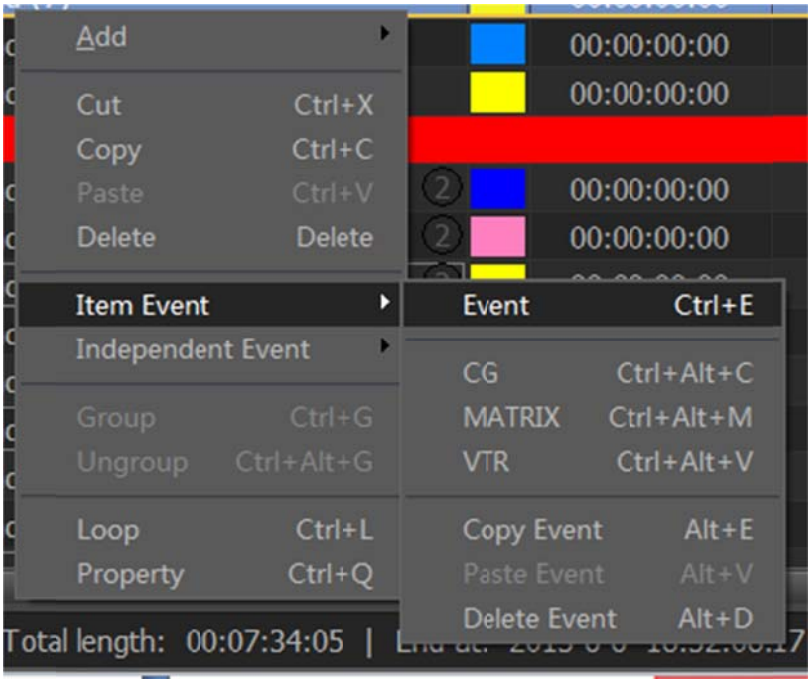
Set the timing play: Input the date and time,then check **Enable** if the live signal need to be timing played.

Voice Over： Overlay the original audio by using local clip.Check and input the audio name.The default directory of local clip is *E:/audio (file)*

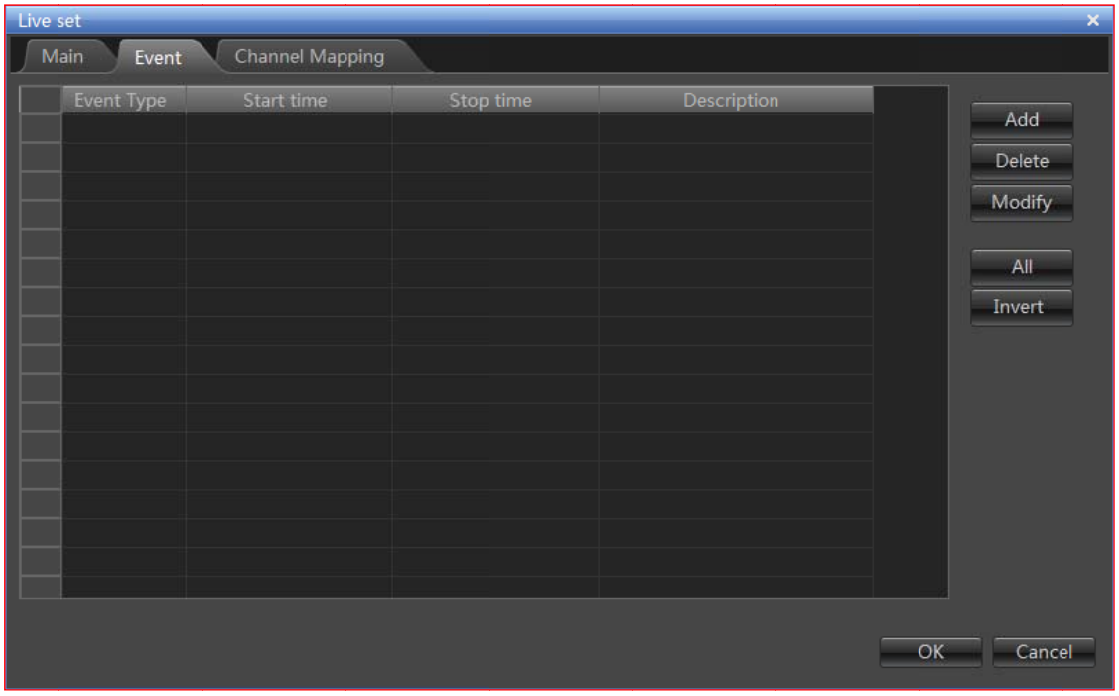
Add Item Event

Event

Right-click one clip and select Add item event

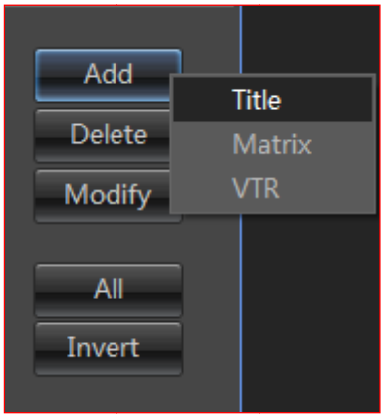


A pop-up window will be shown for Event,as shown below:

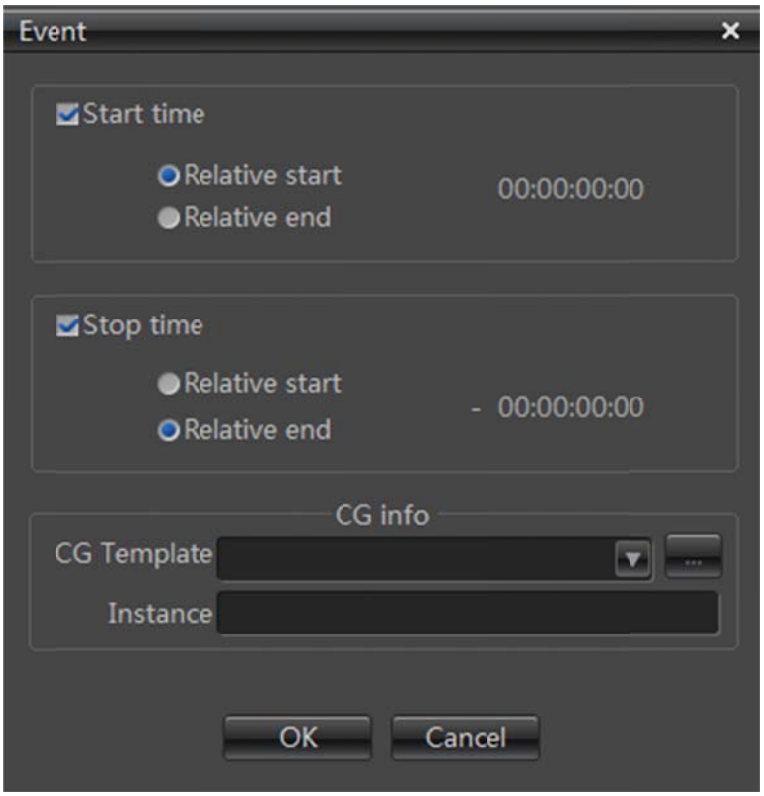


Add Title (CG)

Press Add and select Title.



Enter CG configuration ,input the starting time,stop time, and select the CG type and template.The Event can be added to display Title automatically.



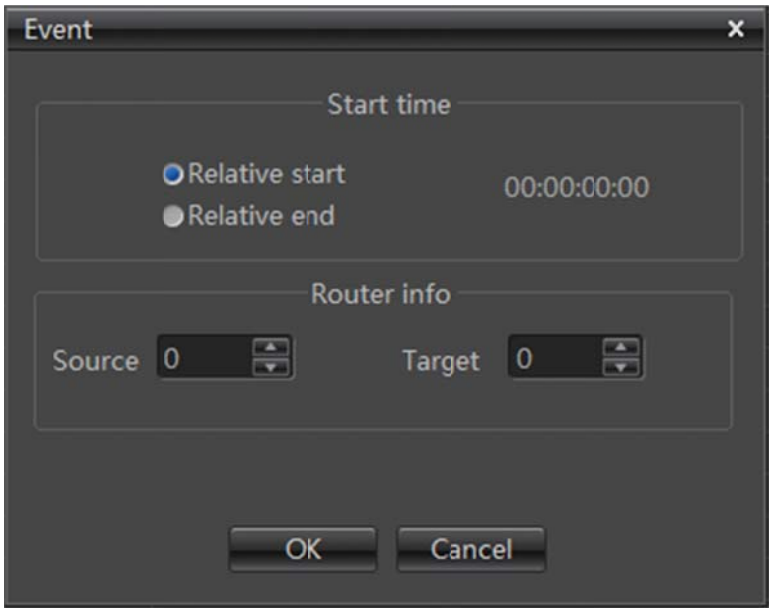
Relative start: set start time of this title event from the beginning of playout.

Relative end: set start time of this title event from the end of playout.

Choose CG template from drop down list then set a instance name.

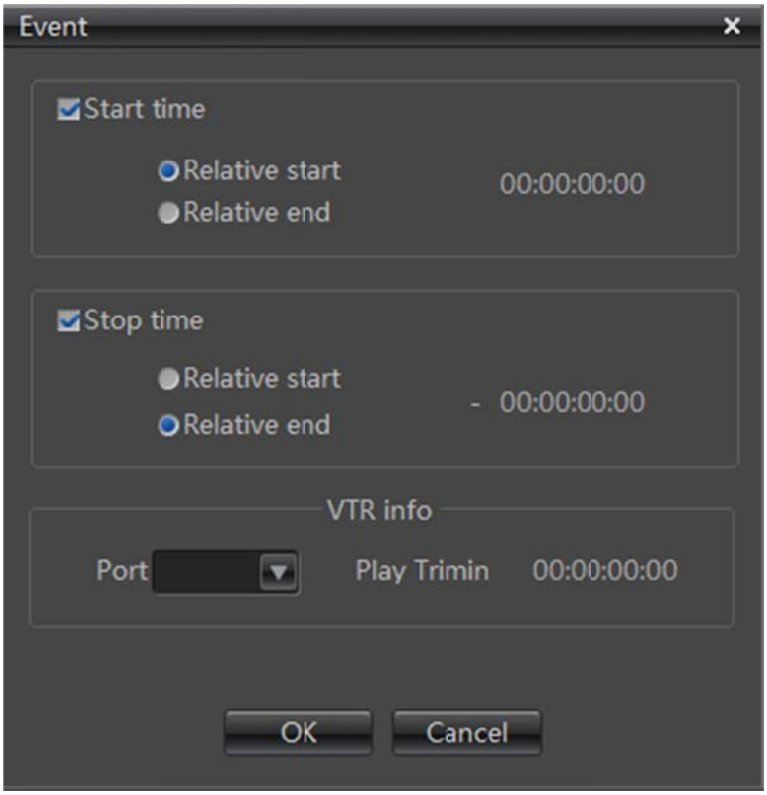
Add Matrix

Press Add and select Matrix. Enter the Matrix configuration, input the starting time or stop time, and select the Source and Target. The Matrix will be switched for live signal playout automatically.



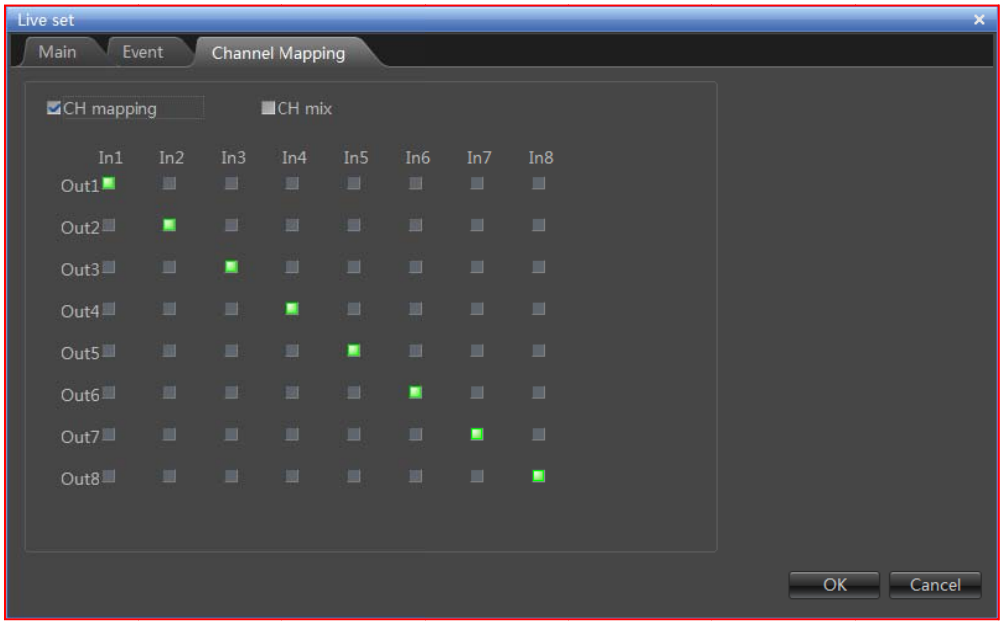
Add VTR

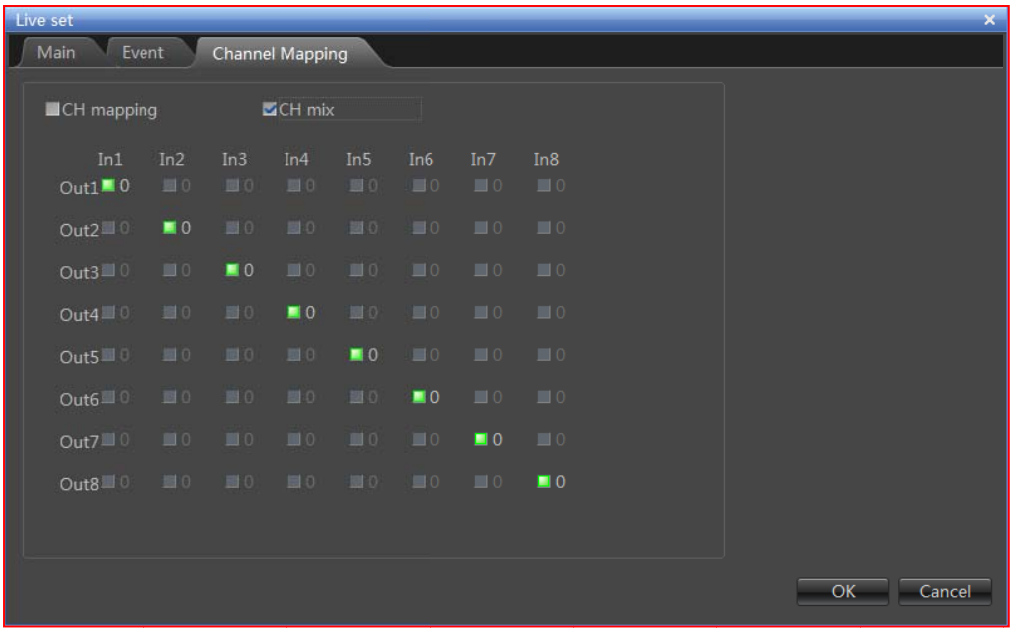
Press Add and select VTR. Enter the VTR configuration, select the port number that you want to control and input the playout position .The VTR will be controlled for playout automatically.



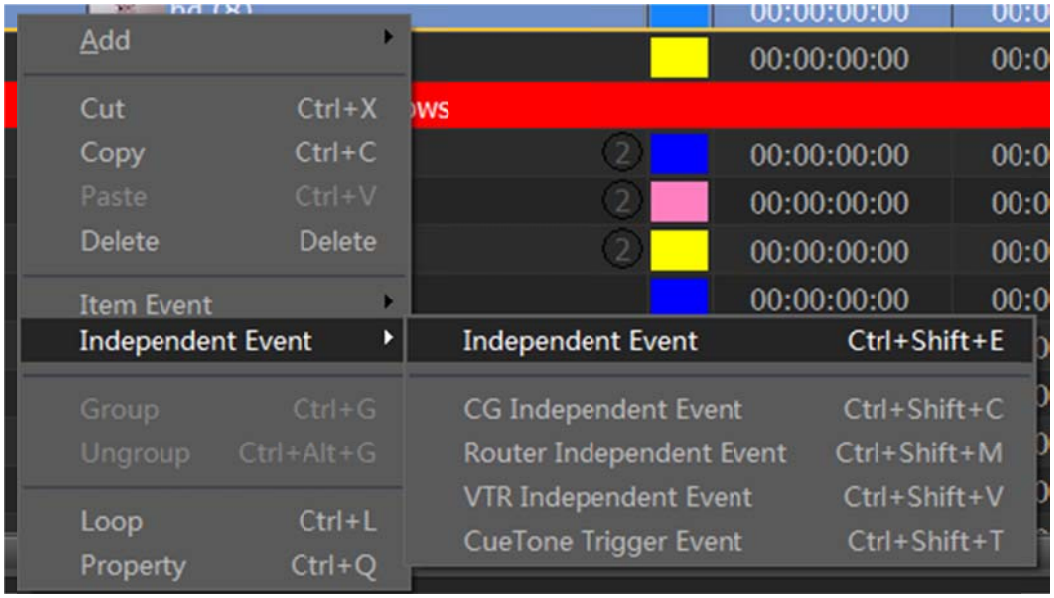
Channel Mapping

Check Channel Mapping or Channel Mixer to set the audio channel of live signal.





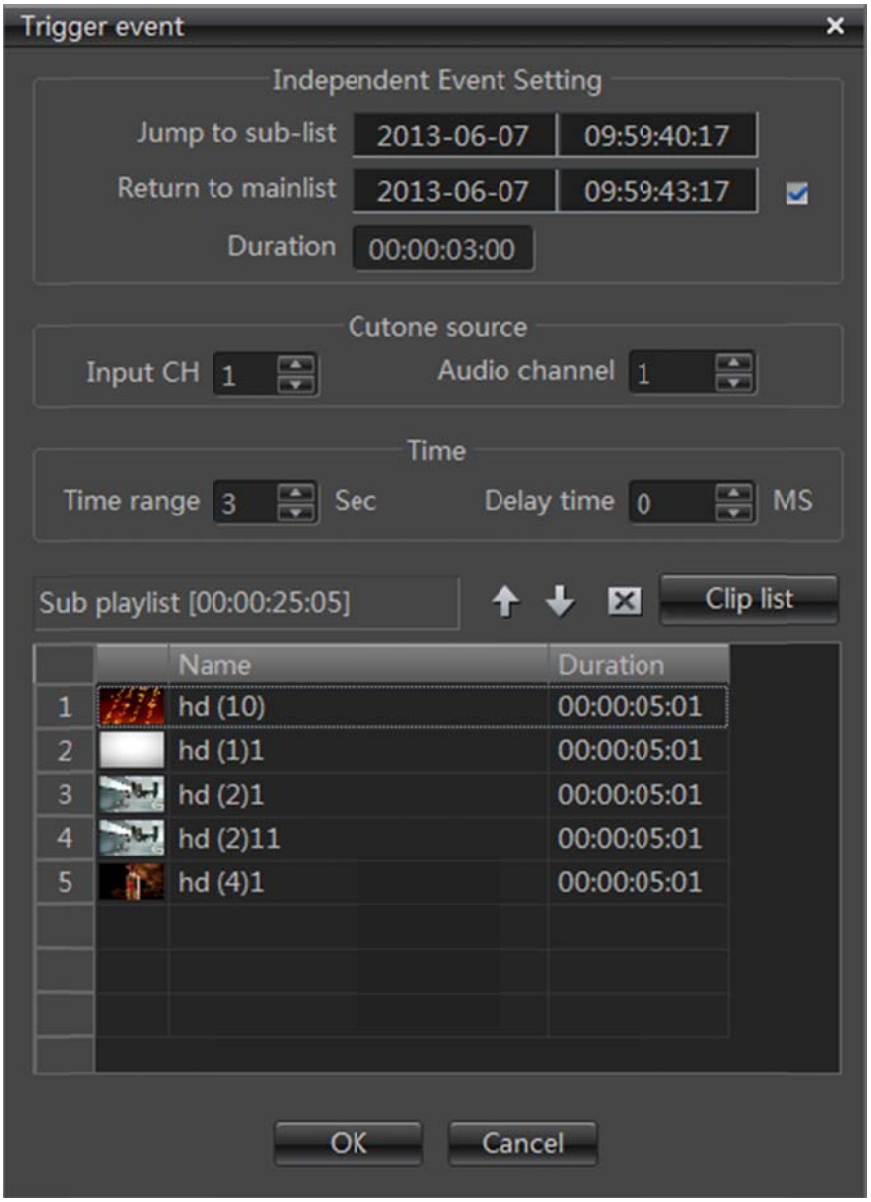
Add Independent Event



The config method of Add Independent Event is exactly the same as Add Item Event. The largest difference between Add Item Event and Add Independent Event is that all setting in Add Item Event acts on a certain single item while all setting in Add Independent Event are just related to a certain time point.

CueTone Trigger Event is unique for Add Independent Event.

CueTone Trigger Event



iChannel2 can detect cue tone signals embedded in original SDI signals, and automatically perform "Jump to sub-list" or "Return to mainlist" once cue tone signals are detected.

If cue tone is detected between time point of "Jump to sub-list" and time point of " Jump to sub-list " + "Time Range", playout progress will jump to following sublist.

If cue tone is detected between time point of "Return to mainlist" and time point of " Return to mainlist " + "Time Range", playout progress will jump back to mainlist. If "Return to mainlist" is unchecked, playout progess will jump back to mainlist until sublist finish.

Clips can be added into sublist at the lower part of window.

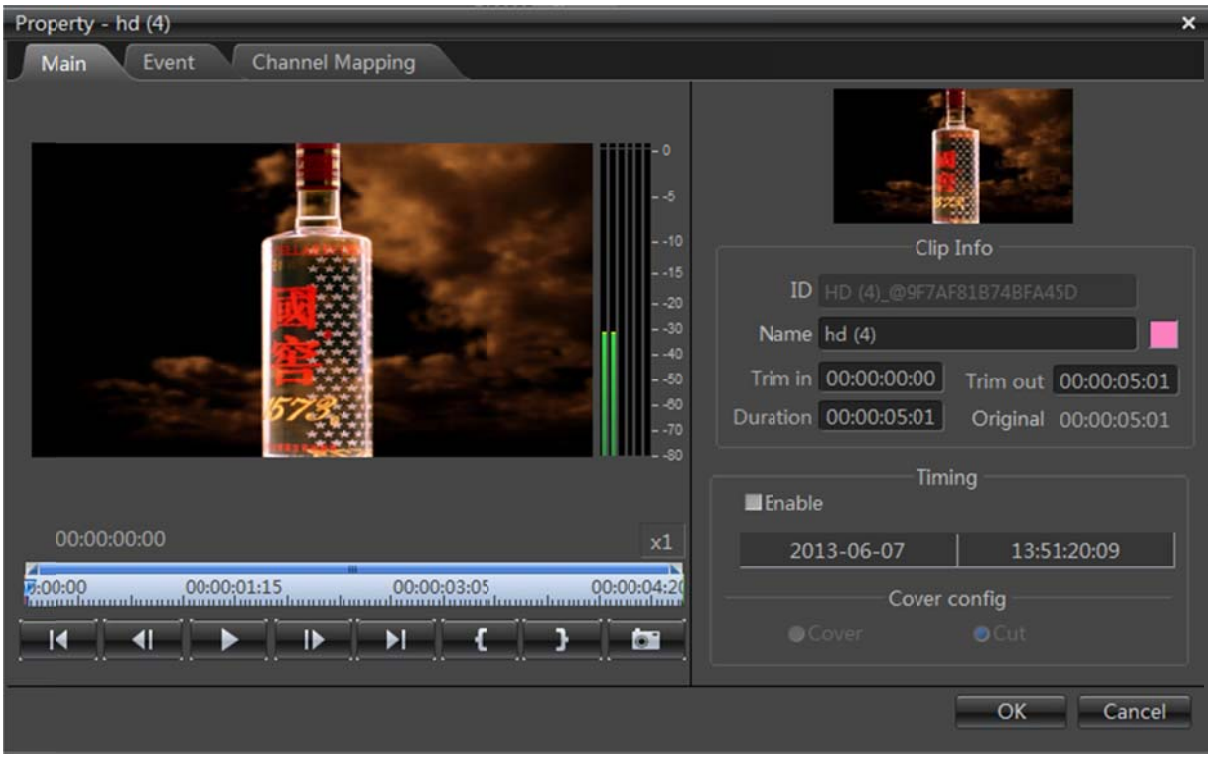
Group and Ungroup

Multiple clips can be adjacent clips can be grouped or ungrouped.

Loop

Check the Loop to cause the clip to restart upon reaching its end, in either direction. In this mode, the clip plays continuously until Stop is clicked.

Property



Check the Property to access the Clip Main Window. You can perferm following operations:

View the clip: provides various functions of playout to view the clip and capture the thumbnail.

Set mark color: Click the small square at the right side of Name blank to set mark color of this clip.

Create new clip: input the name, mark-in-point, mark-out-point, or duration, click ok to add new item into the playlist. Note that the modify here simply add or change the metadata without changing the actual length of clip.

Timing Playout: Input the date and time, check **Enable** if the clip need to be timing played.

Cover: if current clip and upper one clip are clash, upper one clip will be discarded (covered), and vacant time will be filled by gap clips.

Cut: if current clip and upper one clip are clash, upper one clip will be cut off for playing current clip.